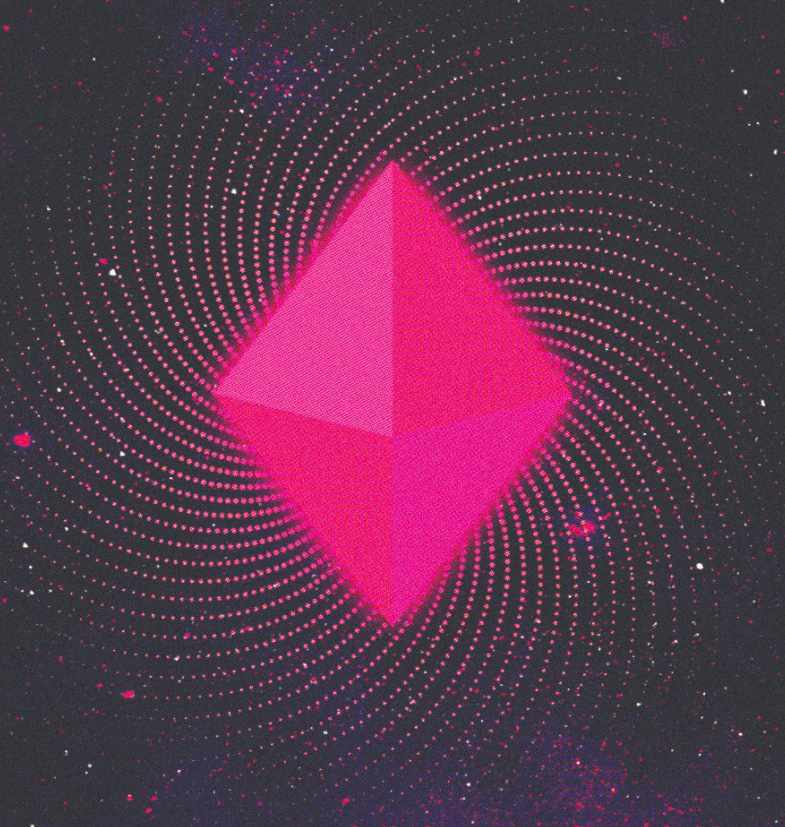


ASTROPRISMA





ASTRO PRISMIA



CRESCENT CHIMERA

Created and published by
Crescent Chimera

Writing, Art, & Design by **Camila Mera**

Editing by **Addison Sawatzky**

Itch.io **crescent-chimera.itch.io**

Newsletter **crescentchimera.substack.com**

Bluesky **@crescentchimera.bsky.social**

Instagram **@astropisma_rpg**

Youtube **@CrescentChimera**

Discord **discord.gg/ZEGctHNBqZ**

ASTROPISMA is © Camila Mera, Crescent Chimera.
All rights reserved.

Feature Mong developed by Anastasia Vrublevskaya
at HSE ART AND DESIGN SCHOOL

ONLINE CONTENT

Visit **ASTROPISMA.COM** to gain access to digital content, downloads, expansions, and updates for the game.



SCAN THE QR CODE TO
ACCESS THE WEBSITE!

HOW TO USE THIS BOOK

This book is organized into different **sections**, as shown in the **table of contents** to the right. Each section can be accessed by clicking on it.

Clicking on the page number at the bottom left or right corner of each page will direct you back to the table of contents.

SOLO ROLEPLAYING GAME

ASTROPISMA is a tabletop role-playing game designed for **solo play**.

Create your own character and explore its retrofuturistic universe, combining the procedural events and locations presented in the book with elements of your own creation to build a unique spacefaring adventure.

INTRODUCTION	1
THE WORLD	1
THE GAME	3
EXPLORATION	5
ORACLE	7

RULES	10
CHARACTER CREATION	10
ORIGINS	11
PLAYER SHEET	13
STATS & ROLLS	15
STAR SYSTEM MAP	17
CONNECTIONS	19
CREWMEMBERS	21
CREW ROLES	23
STARSHIP SHEET	25
TRAVEL & PLAYER ADVICE	27

COMBAT	30
COMBAT MECHANICS	31
RANGED WEAPONS	33
MELEE WEAPONS & MODS	35

HACKING & DRONES	38
HACKS & MALWARE	39
DRONES & MECHS	41
CYBERTECH	44

EQUIPMENT & LOOT	45
EQUIPMENT LIST	47
ARMOR & NARCOTICS	49

SPACE COMBAT	51
STARSHIP MODS	53

EXPLORATION GENERATORS	57
SETTLEMENTS	57
ACTIVITIES & SIDEQUESTS	59
CYBERSPHERE	61
RING EVENTS	63
HOSTILE ENCOUNTERS	69
NEUTRAL ENCOUNTERS	71
PLANETS	73
SATELLITES	81
ABYSSAL SCARS	89

FACTIONS	92
W. A. R. G.	93
INTERSOLAR FED.	97
MEDUSA SECTOR	101
CORSAIR SYNDICATE	105
SYNTH ARCH	109

DATABASE	113
ENEMY DATABASE	113
STARSHIP DATABASE	119
RANDOM TABLES	125
CAMPAIGN MODE	129
MULTIPLAYER RULES	133

THE WORLD

POST-APOCALYPTIC UNIVERSE

The light of civilization has faded from this universe. The names of even the greatest galactic empires have vanished from common knowledge. Megacities the size of entire planets are now deserted. Titanic starships drift, lifeless, through the endless void, bearing the scars of past battles.

No one remembers how, when, or why it happened, but the age of humanity came to an abrupt end years, decades, or even centuries ago.

The last remnants of our species live scattered across a hundred star systems, spread apart and unable to communicate.

All knowledge of advanced technology was lost in the apocalypse. The starships, weapons, and systems in use today have been salvaged from the rubble and ruins; repaired, rebuilt, or modified in some way to be usable again.

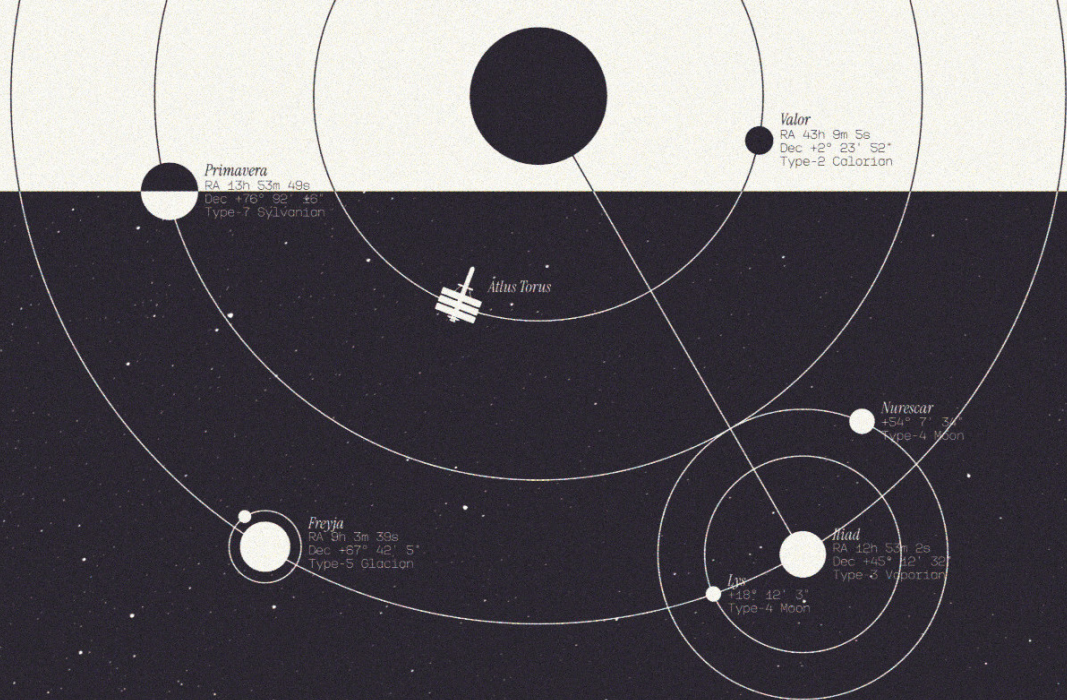
UNTAMED SPACE

This universe is a hostile environment for humanity. Some groups choose to live united under the safety of orbiting space stations known as **Settlements**. But not all are so lucky. Many small tribes are still trapped on the surface of planets without a way of escape.

Even for those who are in possession of a **Starship**, space travel is avoided but for the most necessary journeys. The lawless, vast void that connects the galaxy is filled with space pirates, looters, and bounty hunters.

THE OLD WORLD

The time before the apocalypse is known as the '**Old World**'. Despite the complete collapse of civilization, structures, technology, and information still remain present throughout this world, waiting to be unearthed.



RELICS OF AGES PAST

The scarcity of advanced technology has turned ancient tech from the Old World into the most prized asset among the new generations of humans.

Starship modules, military **weapons**, **cybertech** implants, and complex virtual **hacks** are some of the most valuable pieces of technology in the modern universe.

Some, driven by either conviction or necessity, have chosen to leave the safety of their Settlements and explore the universe in search of bygone artifacts. These explorers are known as **Spacefarers**.

BIRTH OF CONFLICT

Conflicts of interest and fights over important resources like ancient tech have created an environment of hostility between distinct **factions** with different ideals and goals. The influence of these groups has increased over time, leading to constant friction and wars between those with opposing values.

THE FUTURE IS YOURS

In **ASTROPRISMA** you play the role of a spacefarer starting their own journey through a new star system.

You will explore planets, ancient ruins, forsaken cities, and other locations, uncovering the secrets of the Old World.

Your **choices** will gradually affect the evolving story, creating a journey unique to you. Your decisions on who to side with and what paths to take will shape the fate of the system and your own future as you continue exploring the galaxy.

THE GAME

HOW TO PLAY

ASTROPRISMA is a space exploration game. Your goal is to explore the entirety of the **Star System Map** and forge its fate by helping one of the five factions achieve one of their **final events**.

EXPLORATION CYCLES

Gameplay is segmented into exploration steps called **cycles**. At the start of each new cycle, move your starship **1 Hex** on the map, and mark **1 Fuel** on your Starship Sheet.

Roll a d6 to find out what location or encounter you face in the new hex. Finally, **draw your discoveries** on the map and update your Character Sheets and journal if necessary.

CYCLE STEPS

01 MOVE YOUR STARSHIP

Move your ship **1 Hex** on the Star System Map and mark **1 Fuel** on the Starship Sheet.

02 EXPLORE LOCATION

Roll a **d6** for the Exploration Roll in the corresponding tables if you cross an unexplored hex.

03 MARK RESULTS

Draw your findings on the map and write about the encounter in your **journal**.

MODES OF PLAY

There are two styles of play depending on your preferences as a player:

♦ Quick Mode

In this mode, you will draw the locations you explore on the Star System Map, taking small notes and adding details to the map when necessary. **Quick Mode** offers a faster, more action-focused experience. Great for short playthroughs or to make exploration more agile.

♦ Journaling Mode {Recommended}

In this mode, in addition to mapping your discoveries, you will write a small text detailing your encounters at the end of each cycle. Write the number of the hex you have visited, followed by two or three sentences explaining your journey. This way, you will end up with a logbook of all your adventures once the game is over. **Journaling Mode** helps build a story around your adventure. Good for longer, narrative-focused playthroughs.

DICE NOTATION

Throughout this book you will find references to different types of dice rolls. Here's a few basic examples of how you should interpret them:

d10 ▶ Roll a single ten-sided die.

2d6 ▶ Roll two six-sided dice and add their results together [**d6 + d6**].

d66 ▶ Roll two d6, one to determine the tens digit and another for the ones digit [**d6 → 3 & d6 → 5 = 35**].

d12 + STAT ▶ Roll a twelve-sided die and add the value of one of your stats to the total result.

d8 × STAT ▶ Roll an eight-sided die and multiply its result by one of your stats.



SETTING UP THE GAME

To play the game, you need the following:

- ▶ A set of **Character Sheets**
- ▶ A **token** to mark your character's location on the map
- ▶ A **journal**, or somewhere you can write down the events of your adventure
- ▶ A set of polyhedral **dice**, or a digital dice roller:

- ◆ 2 **ten-sided dice**, preferably of different colors [d10]
- ▲ 1 **four-sided die** [d4]
- 3 **six-sided dice** [d6]
- ◆ 1 **eight-sided die** [d8]
- ◆ 1 **twelve-sided die** [d12]
- ◆ 1 **twenty-sided die** [d20]

Some players may find it helpful to use additional **d20s** to keep track of stats [Health, Energy, Hull, and Fuel].

STARTING YOUR ADVENTURE

To start the game, you need to create a character to roleplay as and a starship to pilot while traveling through space.

◆ Character Creation

Build your Player Character and starship by following the steps set out on page 10.

Read through the play options on page 13 and decide if you want to play a **Standard** game, play in **Campaign Mode**, or join your friends in a **Multiplayer** playthrough.

◆ One small step / One giant leap

Once you are ready to start, place your starship token on the 'STAR' tile at the center of the map.

Move it one tile in any direction to begin your first **cycle**.

EXPLORATION

STAR SYSTEM

Exploring the **Star System Map** is your main objective while playing the game. To the right of this page, you can see what a partially explored system looks like.

The hexes that form the star system are grouped into different **rings** [p.63].

EXPLORATION ROLLS

During the second step of each cycle, you will need to roll a d6 to determine what location or encounter you find. This is called an **Exploration Roll**.

Reference the encounter table of the ring you are located in to learn what type of encounter you face. Some results will require you to roll more d6 to further specify the details of the encounter.

EXPLORATION ROLL

6 Roll a d6 on the **ring encounter** table.

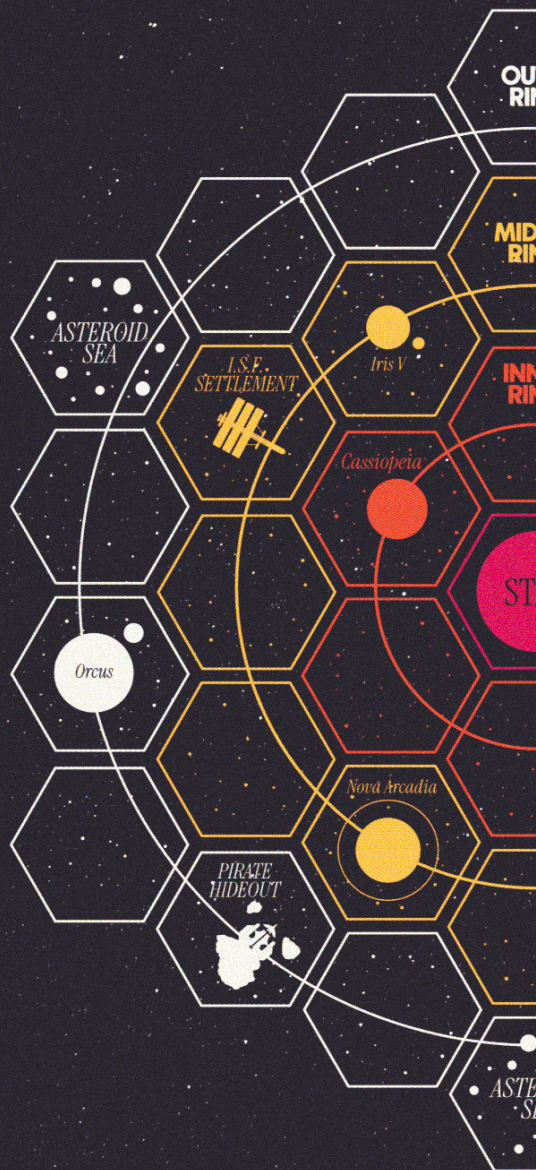
6 Roll **additional d6** to specify the encounter.

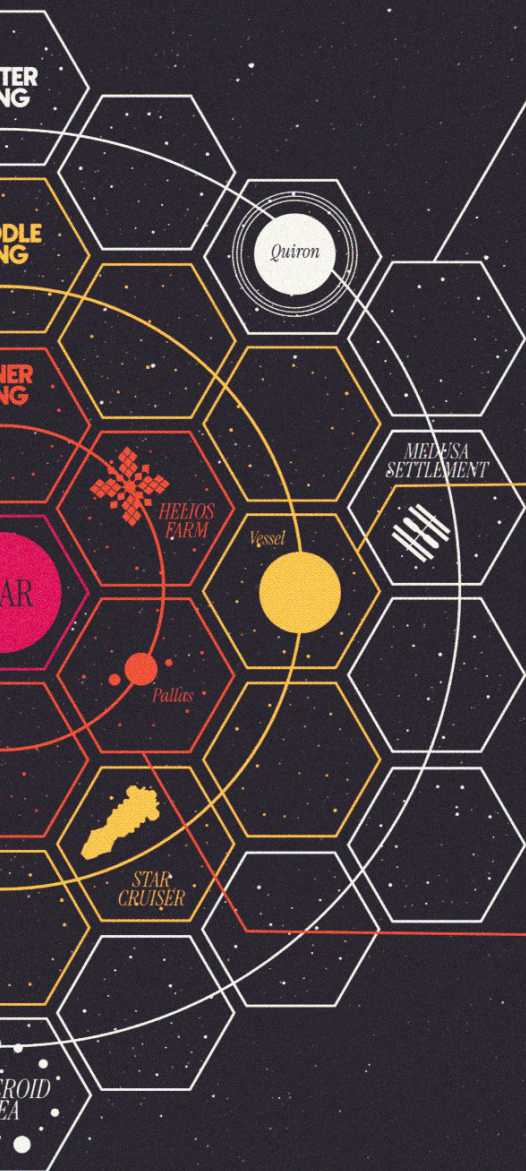
PLANETS & SATELLITES

When you discover a new **planet**, roll a d6 to discover its **shape** and **number of satellites** using the planet shape table of the ring you are currently in [p.63-67].

If the planet has **satellites**, choose which location to explore [planet or satellite]. You will be able to explore the remaining locations on future visits to the hex.

EXAMPLE You discover a small planet with two satellites. On your first visit, you decide to explore one of the satellites. Next time you cross the hex, you explore the main planet. On your third visit, you decide to explore the remaining moon.





OUTER RING

The hexes at the far edge of the system form the **Outer Ring** [p.63].

This is both the largest and the most hostile of the three rings. **Asteroid fields** are common in this area, making spacecraft travel difficult. Its remote asteroid formations are also home to **space pirates** and outlaws, who use the ring as a hideout to smuggle and trade illegal goods.

MIDDLE RING

The **Middle Ring** [p.65] is located between the other two rings.

The distance between the ring and the star makes the existence of life and water especially abundant in this area. In the Old World, human settlements and planetary exocolonies were primarily established here. Therefore, it is now common to find abandoned **star cruisers** from bygone eras and orbiting **research outposts** built to house scientific tests and experimental laboratories.

INNER RING

The zone that borders the central star is the **Inner Ring** [p.67].

Temperatures in this area are extremely high due to its proximity to the star, with **solar flores** that can damage starships being a common occurrence. Ancient structures built to capture the star's energy, known as **helios farms**, are also frequently found in this ring.

ORACLE

NO, AND... 01

Void 1 Treason 2 Chaos 3
Pain 4 Corruption 5 Oppression 6

NO 02

Suspicion 1 Regression 2 Collision 3
Desire 4 Vengeance 5 Occult 6

NO, BUT... 03

Survival 1 Sacrifice 2 Conflict 3
Control 4 Electricity 5 Subversion 6

USING THE ORACLE

The **ORACLE™ System** is a virtual intelligence software from the Old World that has been repaired and reconfigured to aid spacefarers in their exploration missions.

The role of the Oracle is to help players build a narrative by answering their questions. There are two types of questions you can ask: Yes/No Questions and Open-Ended Questions.

Yes/No Questions: Ask the Oracle a question that can be answered with yes or no, with yes being the positive outcome. Roll a d6:

No, And... Negative + complication

No Negative answer

No, But... Negative + upside

Yes, But... Positive + complication

Yes Positive answer

Yes, And... Positive + bonus

FILE

04 YES, BUT...

- | | | |
|-------------|------------|-----------|
| 1 Nurturing | 2 Light | 3 Noise |
| 4 Healing | 5 Velocity | 6 Freedom |

05 YES

- | | | |
|--------------|------------|-------------|
| 1 Compromise | 2 Prophecy | 3 Evolution |
| 4 Guidance | 5 Growth | 6 Nature |

06 YES, AND...

- | | | |
|-----------|----------|----------|
| 1 Balance | 2 Wealth | 3 Change |
| 4 Order | 5 Truth | 6 Time |

OPEN-ENDED QUESTIONS

Open-Ended Questions are those that can't be answered with a Yes/No. They are more abstract in nature and will provide a word that you can use as a narrative prompt to build your story.

When asking the Oracle an Open-Ended Question, roll two d6 on the table above. You may choose to roll again if the initial result doesn't make sense in context.

Example of Play

You encounter a strange object while traveling through space. You ask the Oracle if it appears to be man-made.

It gives you a negative answer; therefore, you decide that it is of alien origin. You ask the Oracle what happens when you touch the object. You get "Prophecy" as an answer, and conclude that your character suffers a violent extrasensory vision of their future.

CHARACTER CREATION



RULES

CHARACTER CREATION

Before you start the game, you need to create a **Player Character** [PC] to roleplay as, and choose their origin, role, and starship.

ORIGIN 1

Your **Origin** represents your character's background and abilities. It provides base stats and equipment.

PAGE 11 →

ROLE 2

Your **Role** determines your area of expertise within your ship's crew and gives you skills & equipment.

PAGE 21 →

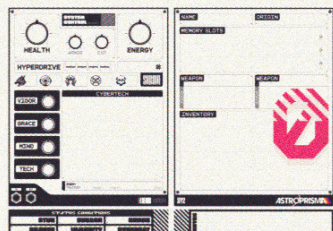
STARSHIP 3

Finally, you need your own **Starship**; a vessel to house your character and crew and explore space with.

PAGE 25 →

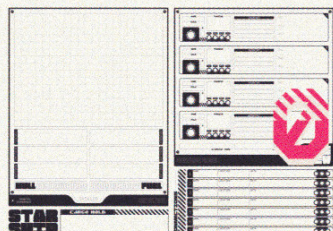
CHARACTER SHEETS

During play, you will use a set of **Character Sheets** to keep track of your character, starship, crew, equipment, etc. There are three different types of Character Sheets:



PLAYER SHEET — [P.14]

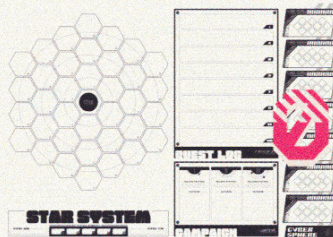
The **Player Sheet** contains all the most important elements related to your player character, such as your equipment, stats, and faction alignment. For multiplayer playthroughs, each player will need their own Player Sheet.



STARSHIP SHEET — [P.25]

The **Starship Sheet** is used to keep track of both your spacecraft and your ship's crew, as well as the character connections you develop.

This sheet is shared among all players during multiplayer games.



STAR SYSTEM MAP — [P.17]

As you travel through space, you will record all your findings in the **Star System Map** and use it to track your missions, map Cybersphere networks, and document your progress in Campaign Mode.

This sheet is also shared in multiplayer games.

ORIGINS

ECOTERRORIST

3 VIGOR
2 GRACE
0 MIND
1 TECH

History is written by the winners, sadly you were born on the losing side. Whether you were a child soldier or a worker from a factory planet, you have now chosen to take justice into your own hands, seeking to repair the damage done to this world.

- ▶ **Pulse Rifle** [2d6+VIG✕]
- ▶ **Bulletproof Vest** [1♥]
- ▶ 2 **Frag Grenades**



GLITCHBLADE

1 VIGOR
3 GRACE
2 MIND
0 TECH

A rogue agent adept with both the use of melee weapons and hacking, you use your skills in stealth, dexterity, and cunning to eliminate enemy threats. You are just like the computer viruses you employ in battle: undetectable, swift, lethal.

- ▶ **Carbon Dagger** [d6+GRA✕]
- ▶ **Heat Chamber** [Weapon Mod]
- ▶ **HACK_Shadow** [24]

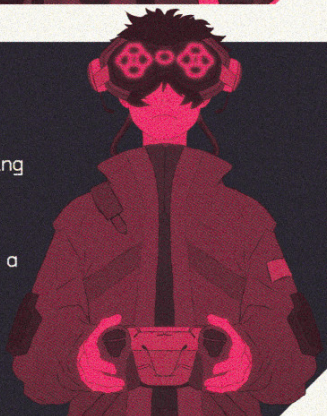


WIREHEAD

1 VIGOR
0 GRACE
2 MIND
3 TECH

You grew up surrounded by circuits, building and repairing drones, mechs, and other machinery. Your connection with robotics and your hours of experience in virtual video games have sharpened your senses as a drone pilot. You are one with the machine.

- ▶ **DRONE_Spider**
- ▶ **Helix Wire** [d8+VIG✕]
- ▶ 1 **NetLink**



Choose an **Origin** for your character. Write their stats on your Player Sheet and their starting equipment in your inventory.

Read the description of your chosen Origin and add elements of your own creation to build your character's backstory. In addition to your Origin-specific equipment, you start with 2 **Health Packs** & 50 **Scraps**.

ASTROMANCER

0 VIGOR
1 GRACE
3 MIND
2 TECH

You spent your whole life logged into the cybersphere. Your knowledge of code and neophysics allows you to break the barriers of reality and merge the virtual and material worlds together, bringing your powerful hacks to life.

- ▶ **HACK_Javelin** [14]
- ▶ **HACK_Trojan** [14]
- ▶ 2 **Stratogen Hormones**

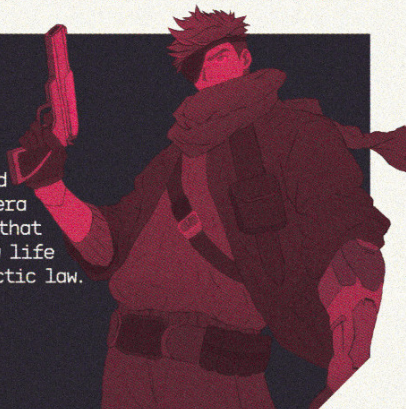


DESPERADO

2 VIGOR
3 GRACE
0 MIND
1 TECH

The authoritarian control of space enforced by the empires of the Old World has met an abrupt end, ushering a new era of anarchy. It is in this environment that you, like many others, have found a new life outside of the restraining grip of galactic law.

- ▶ **Laser Blaster** [d8+VIGx]
- ▶ **Reflex Sight** [Weapon Mod]
- ▶ 2 **Contraband Packages**



CHROMESKIN

2 VIGOR
1 GRACE
0 MIND
3 TECH

The human body is a canvas. The scientific and technological advances made in the Old World have rendered our anatomy obsolete and primitive. Your goal is one: to transcend humanity and reach the limits of cybertechnology.

- ▶ **Plasma Shield** [d8+VIGx][10]
- ▶ **Reinforced Jacket** [10]
- ▶ **Chromefist** [Cybertech]



PLAYER SHEET

PLAY OPTIONS

CAMPAIGN MODE

A **standard game** of ASTROPRIISMA will see you explore a single Star System, presenting a medium-length, self-contained adventure [if this is your first time playing, it is advised you play in this mode first to familiarize yourself with the rules].

Additionally, you have the option to play in **Campaign Mode** [p.129]. This gameplay setting lets you embark on an extended adventure, spanning three Star Systems.

HIGH STAKES

Campaign Mode creates an overarching narrative based on your faction allegiances. Your actions in each system alter the power balance in the following scenarios.

RIISING DIFFICULTY

The challenges you face in each map you explore will gradually increase in difficulty, culminating in an all-out war between the strongest factions.

MULTIPLAYER

ASTROPRIISMA can also be played together with your friends in **Multiplayer** [p.133]. If you intend on running a multiplayer game, there's a few considerations that you need to make before getting started:

GUIDED VS COOPERATIVE PLAY

Most traditional tabletop role-playing games make use of a **Game Master** [GM], a player whose role is to present the game world to the other players, control NPCs and enemies, and act as a guide through their session. ASTROPRIISMA is designed to take care of all of those things for you during solo play. These same systems can be used to play the game in a **cooperative** manner, without the need for a GM.

Decide if one of you is going to play the role of GM, or if you want the book and its systems to fulfill that role for you.

SESSION ZERO

Before your first gameplay session, it is recommended that players gather to discuss and plan some elements of the game in a **Session Zero**.

- 1 Talk about your **expectations** for the game and the intended theme and tone of your playthrough.
- 2 Create a comfortable **environment**. Add ways for players to safely communicate discomfort with a topic or situation and set boundaries.
- 3 Create your player **characters** and discuss their goals and backgrounds. Think about how they met and came together as a crew.
- 4 Build your starting **starship** together. You can imagine what each player's quarters look like, what keepsakes they own, if the ship has a pet, etc.

►MEMORY SLOTS

Your character can have up to six unique HACKS and DRONES. These are kept in your **Memory Slots**.

You start with three slots available, and can unlock the remaining ones by installing **Cybertech** implants on your character.

If you gain a new HACK or DRONE while your slots are full, you can replace one slot with the new ability.

►WEAPONS

Your character can carry up to two **weapons** [p.33].

Each weapon can be upgraded with additional effects by installing compatible **weapon mods** [p.36]. You can install up to 2 mods per weapon.

►INVENTORY

You have **8 inventory slots**.

Items, narcobiotics, grenades, armor sets, quest items, Scraps, and any other objects are stored in your inventory slots.

Multiple copies of the same item don't occupy additional slots.

You can freely swap items between your ship's **Cargo Hold** and your PC's inventory while on your starship.

►NOTES

Use this panel to write notes while you explore the system, such as character information or important reminders.

►NAME

Your PC's name.

Choose a name of your liking or roll on the **random name tables** on page 125.

You can also add your PC's pronouns in brackets.

►ORIGIN

Your **Origin** determines your starting stats and equipment. There are 6 player Origins:

- Ecoterrorist
- Astromancer
- Glitchblade
- Desperado
- Wirehead
- Chromeskin

Choose an Origin on page 11 and write it down on your Character Sheet.

NAME Aurora		ORIGIN Ecoterrorist	
MEMORY SLOTS			
1		4	
2		5	
3		6	
WEAPON Pulse Rifle		WEAPON	
MODS		MODS	
INVENTORY			
Bulletproof Vest [1♥]		5	
2 Frag Grenades		6	
2 Health Packs		7	
50 Scraps		8	
SVZ		ASTROPRISMA	
NOTES			

STATS & ROI

▶ ARMOR

When you take combat damage, subtract your **Armor** {} value from the total damage number. You gain armor from equipment and **Armor Sets** [p.49].

▶ HYPERDRIVE

Hyperdrive {} lets you push your character's limits by overclocking their systems.

You can spend 1 $\otimes$ Hyperdrive charge to:

- ◆ Reroll **any** dice roll in the game.
- ◆ Deal the **maximum** possible damage with an attack or ability.
- ◆ Use a HACK, cybertech skill, or any other ability **without** paying its Energy cost.

You start with 0 $\otimes$ Hyperdrive.

▶ STATS

Characters have **four** stats that represent their skills in different fields.

- ◆ **VIGOR** – strength, survival, using weapons, brute force.
- ◆ **GRACE** – piloting, dodging, agility, stealth, precision.
- ◆ **MIND** – hacking, decrypting data, reasoning, knowledge.
- ◆ **TECH** – piloting drones, repairing, interacting with technology, using cybertech.

▶ STATUS TRACKER

You can use this panel to track the duration of **status** conditions affecting you.

▶ HEALTH

Health {HP} represents your character's mental and physical condition.

You have **20** Health.

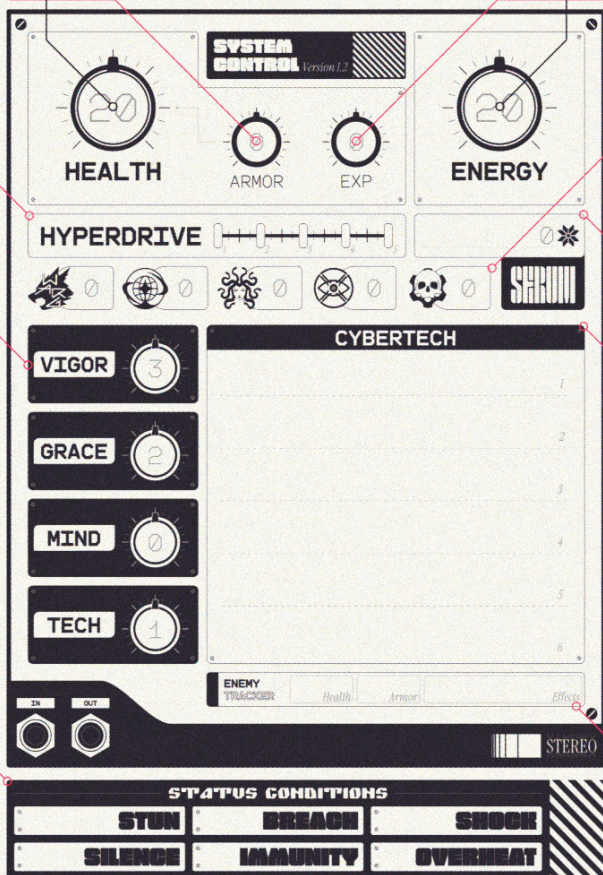
When you reach **0HP**, you must roll for an **Abyssal Scar** [p.89].

▶ ENERGY

Some abilities, like HACKS or Cybertech, require **Energy** {} to be used.

You have **20** Energy.

If you have 20 Health, **restore 3** Energy at the end of each cycle.



The UI is a futuristic control panel with a dark background and white text. At the top, it says 'SYSTEM CONTROL Version 1.2'. Below this are four circular gauges: HEALTH (20), ARMOR (0), EXP (0), and ENERGY (20). A red line connects the HEALTH gauge to the HEALTH text box, and another connects the ENERGY gauge to the ENERGY text box. Below the gauges is a 'HYPERDRIVE' slider set to 0, and a row of icons for various abilities. Below that are four stat boxes: VIGOR (3), GRACE (2), MIND (0), and TECH (1). To the right is a 'CYBERTECH' section with a grid for tracking abilities. At the bottom, there's an 'ENEMY TRACKER' section with columns for Health, Armor, and Effects, and a 'STATUS CONDITIONS' section with buttons for STUN, SILENCE, BREACH, IMMUNITY, SHOCK, and OVERHEAT. A 'STEREO' indicator is at the bottom right.

The effect of some abilities and items is represented with the following symbols:

✖ - Damage ⚡ - Energy ✖ - Scraps ⚙ - Hyperdrive
♥ - Armor HP - Health ✖ - Serum ⚔ - Challenge Rolls

► EXP ⬆

EXP {⬆} is gained by defeating enemies or destroying starships. You start at 0⬆.

EXP is spent when installing new **cybertech** implants on your body or adding **starship** modules to your ship.

► FAVOR

Favor represents your character's relation with the different factions present in this universe. It can be either positive, negative, or neutral. You start at 0 Favor with every faction.

Some story choices will only be available if you have high enough or low enough Favor with a specific faction.

Example of play

Your ship is suddenly ambushed by two Corsair Syndicate **Duskwings**. They demand you hand over your Serum deposits.

⚔+2 ► Tell them you are a fellow member of the Syndicate, transporting cargo.

► Pay the fee [-70✖]

► Attack the ships

► SERUM ✖

A liquid currency used for trading in this universe. You start with 0✖.

► CYBERTECH

Cybertech [p.44] allows you to increase your stats and gain powerful abilities. You can install up to 6 unique implants.

Cybertech implants need to be **installed** on your character to function. Implants you find usually go into your inventory, and can be installed at **Settlement** Wire Docs by paying their EXP cost.

► ENEMY TRACKER

Keep track of enemy stats and HP during combat by writing them down here.

CHALLENGE ROLLS

Some interactions or events will require a **Challenge Roll** to be resolved. Roll two ten-sided dice — the **Player die** and the **Challenge die**.

Add your **relevant stat** to the Player die, and the opponent's to the Challenge die. If the result of the Player die is **higher**, you succeed.

Rolls against the environment or without an opponent won't have any stats added to the Challenge die.



STORY CHOICES

Certain story events will offer you a choice between two or more options:

► Choices marked with this arrow symbol represent **conflicting options**. You may only choose one of them.

► This hollow arrow symbol indicates **notes, optional actions, or consequences**.

These choices are **suggestions** on how to advance the narrative. Remember to take into account your own story and your character's situation when playing out events. Change and adapt the choices or come up with your own ideas.

EXAMPLE You find the remains of a destroyed android. Their body is damaged and missing components, stolen by a pair of looters that operate in the area.

► Find the 2 **Looters** and make them pay for what they have done. [+1⚔ Favor]

► Take what's left of the robot. You steal 2 **Energy Cells** from their power system.

► A small GPS on the robot's back marks the coordinates of a **Synth Settlement**, located 3 tiles northeast.

SYSTEM MAP

► LOCATION HEXES

The Star System Map is made up of 36 **Location Hexes**.

The central hex represents the system's **star**. You can't travel to this hex once your adventure starts.

The rest of the hexes are grouped into three **rings**, each with its own unique encounter tables and events.

Hexes are numbered 1-36. This will be useful for checking **directions**, and writing about the locations you discover on your journal and sheets.

► FACTION STRENGTH

The level of control, martial power, and resources that each faction has in the local sector of the galaxy is defined by their **Faction Strength** [p.129].

All factions start at 0, and can achieve up to 3 maximum Strength.

Faction Strength is a **Campaign-Mode-only** mechanic that affects various aspects of the game [difficulty, random encounters, enemy presence, etc] based on your PC's actions, tipping the fragile balance of power between factions.

► SYSTEM PANEL

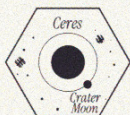
Come up with a name for the Star System you are exploring and write it here.

If you are playing in Campaign mode, write the system's type in the box to the right.

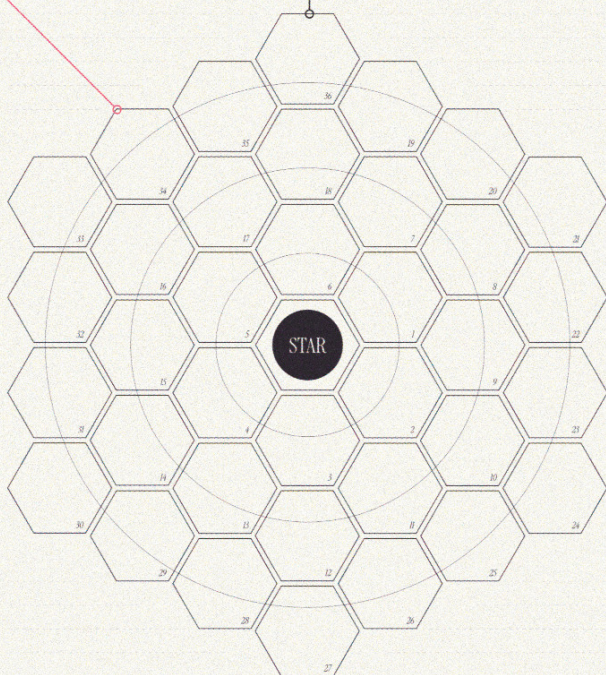
► MAPPING YOUR DISCOVERIES



Make a **large drawing** to represent the **main location** you have found: Settlement / Ring Event / Hostile, Neutral, or Faction Encounter / Planet.



Add **smaller details** about your additional encounters and future **mission or sidequest events**: ships, structures, new discoveries, etc.



STAR SYSTEM	
SYSTEM NAME	SYSTEM TYPE
FACTION STRENGTH 1000 0000 0000 0000 0000	

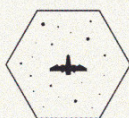
DRAWING LOCATIONS

You can use these examples as a guide when drawing the different locations you discover.

Modify and change the designs to more accurately describe your findings.



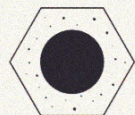
SETTLEMENT



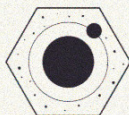
HOSTILE SHIP



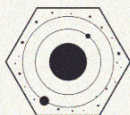
NEUTRAL SHIP



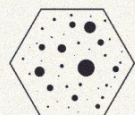
PLANET



PLANET & 1 SATELLITE



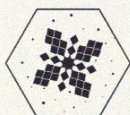
PLANET & 2 SATELLITES



ASTEROID SEA



RESEARCH OUTPOST



HELIOS FARM



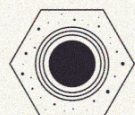
PIRATE HIDEOUT



STAR CRUISER



SOLAR FLARE



RINGED PLANET



VOID PLANET

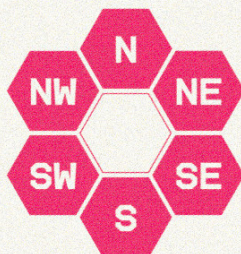


COLONY SHIP

DIRECTIONS

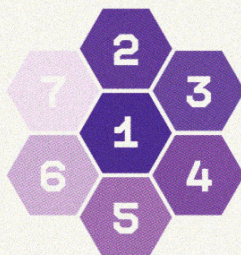
Throughout your adventure, you will find directions to specific locations, ships, or items.

Directions are described using a **cardinal direction** (north, south, northwest, etc) and the **distance** in tiles.



Cardinal directions are counted as such, from the tile of reference.

If you are given directions to a **main location**, and the tile is already occupied by one, use this guide to determine its new location:



Tile 1 represents the position of the original tile. If it is not possible to place it there, use Tile 2 as the next option and so on.

If the tile indicated in the directions is located outside the edge of the system, or completely surrounded by incompatible or occupied tiles, place it on the closest unexplored tile.

? EXAMPLE of directions:

- ◊ Contraband Package, 2 tiles north.
- ◊ Medusa Settlement, 3 tiles southwest.
- ◊ Cargo Ship, 1 tile south.

CONNECTIONS

CHARACTER CONNECTIONS

During your adventure, you will meet dozens of characters. Some will be neutral, open to trade or help your crew; and others will be hostile, members of opposing factions or wary of other spacefarers.

Characters that you are trying to establish a bond with are called **connections**. Helping them and gaining their trust over the course of your journey will allow you to welcome them as a new member of your ship's crew.

SOCIAL ROLLS

When talking to characters, or trying to advance or resolve a social encounter, it is recommended that you consult the **Oracle** for guidance and use its answer to determine the result of the situation.

If the outcome of a social encounter is still unclear, or two characters have opposing interests or positions, you can perform a **Challenge Roll** between them to determine the outcome. Use the relevant stat according to the situation:

SOCIAL STATS

VIG ▶ authority, bravery, intimidation.

GRA ▶ subterfuge, street-smarts, charm.

MIN ▶ philosophy, diplomacy, ideology.

TEC ▶ logic, rhetoric, debate.

Social rolls can also be used to solve confrontational encounters **non-violently**.

RECRUITING CONNECTIONS

Almost every character you meet during your travels can potentially become your companion. To recruit them into your crew, you will need to gain their trust by accumulating **Affinity** points with them.

After reaching **3 Affinity** with a connection, you can choose to recruit them as a crewmember. You gain 1 Affinity point every time you help a character or complete a **request** [p.128] for them.

USING THE ORACLE

Use the **Oracle** to gain more insight into the connections you make. Ask about their past, desires, goals, etc. Incorporate that information into the narrative and their requests. You can gain Affinity by helping them with their personal goals or needs.

HIRING CREWMEMBERS

Alternatively, you can gain crewmembers by **hiring** them at Settlements. To do so, choose their role and roll on the NPC Generator tables [p.127] to determine their look, personality, and other features.

Hiring a single crewmember costs **10*** per cycle. If you fail to pay, or decide to end your contract, they will immediately leave your crew [making them unusable] and abandon the ship at the next stop.

TRACKING CHARACTER CONNECTIONS

Use the character connections section of the Starship Sheet to keep track of all of your relations with characters and your current affinity with them. Once you have maximized their affinity, you can add them to your crew.

CONNECTION TRACKER

NAME	LOCATION	DATA	AFFINITY
1 Bravo	Planet [Tile 12]	Broken ship, needs fuel or transport	

AFFINITY

EXAMPLE OF PLAY

CONNECTIONS

Your ship lands on a Gaian planet. Its shifting dunes dance back and forth as the cold breeze of the night blows over the vast desert. A single yellow flame shines in the distance, standing against the dark azure sky that slowly approaches the horizon, submerging the planet into gloom.

You decide to approach the fire, looking for a warm place to spend the night and escape the threat of frostbite. A human silhouette, illuminated by the flames, sits alone beside the improvised campfire. Her visage becomes clearer as you get closer to the light source: a mix of fear and anger colors her expression. Outsiders are not welcome here. In a sudden move, she draws her pistol and aims it at your head. "Give me a good reason not to shoot."

You notice her arm shake as she holds the gun. Her right arm is covered in bandages, the fabric tainted dark red by her blood. It's an old wound. The woman wears a run-down combat armor set, LINESTAR brand. She's a mercenary.

/ THE PLAN /

At this point, we could simply draw our weapon and fight the **Mercenary**, but let's try something different: attempting to solve the situation non-violently. We will first ask the Oracle for more information and then decide how to best talk her out of a fight.

/ ASKING THE ORACLE / WHAT HAPPENED TO THIS WOMAN?

1+2 ► Treason

She was betrayed. A leadership dispute erupted in her mercenary group after a failed job. Wounded and ostracized, she was abandoned on the desert planet by her own crew.

/ SOCIAL ROLL / DIPLOMACY {MIND}

PLAYER 7 > 5 CHALLENGE

The woman is trying to survive alone. Her reaction is driven by fear. You empathize with her and try to use your diplomacy skills to convince her that you mean no harm, and offer to treat her wounds if she lowers the weapon. Now we perform the Challenge Roll: the result of the player die is 4, while the challenge die lands on a 5. The player character has 3 MIN, and the mercenary has 0. We add the stats to the results to finish the roll: $4 + 3 > 5 + 0$. The player die's total is higher, so the roll is a success.

The woman accepts your help. You use a Health Pack from your inventory to heal her arm. Doing so increases your Affinity with her by 1. You spend the rest of the night exchanging stories of your old battles. You conclude that you can gain more Affinity with her if you confront her old mercenary group and make them pay for what they did to her. To pursue this narrative, you determine that the next mercenary encounter you face will be her old crew.

MARKING THE CONNECTION'S INFO

After the interaction is completed, we now write the character's information in the **connections** section of the Starship Sheet.

Write down her name, current location [you can also write the tile number in brackets], and relevant data. Since we were able to help and befriend the lone mercenary, we score 1 Affinity point.

NAME	LOCATION	DATA	
1 Jasmine	Gaian Planet [5]	Ex-Mercenary, betrayed by her old crew	

CREWMEMB

THE CREW

Traveling through the star system is a perilous task. The constant threat of hostile starships and factions makes survival a remarkably difficult challenge. That is why spacefarers tend to travel in groups, helping each other overcome these difficulties by working together.

While playing the game, you will be able to populate your ship by assembling a crew of unique and diverse characters, each with their own backgrounds and aspirations.

CREWMEMBER ROLES

Each member of the crew has their own area of expertise that they specialize in, including your own player character. This is represented by different **roles**, which provide unique skills, stats, and equipment according to the crewmember's individual talents and interests.

CHARACTER CREATION

During character creation, you will need to choose a role for your PC.

- Choose one of the six **base roles** available on page 23.
- Choose one of your role's three **active skills** to start with.
- Write your PC's name, role, and skill in the first slot of the crew section of the **Starship Sheet**. Add the role's **starting equipment** to your inventory.

If this is your first time playing, it's recommended you choose either **PILOT** or **MEDIC** as your role.

CONTROLLING CREWMEMBERS

Your starship's crew can have a **maximum of 4 crewmembers**, including player characters.

Each NPC crewmember is assigned to a player, who is in charge of controlling them during travel and combat, upgrading their skills, equipment, etc.

Crewmember abilities that require Energy or other resources will use the PC in control as the source unless stated otherwise.

? EXAMPLE If you want to cast HACK_Trojan with a MEDIC crewmember under your control, your PC will pay the HACK's 14 cost. // If a MECHANIC crewmember under your control uses the REDUCE/REUSE/RECYCLE skill, your PC spends 24 and gains 25* from the skill.

EQUIPMENT & INVENTORY

NPC crewmembers have 4 inventory slots, which can store items, weapons, armor sets, HACKS, DRONES, and mods. All crewmembers have access to a set of **starting equipment** determined by their role.

Non-player character crewmembers **can't use Cybertech** or have implants installed.

COMBAT & EXPLORATION

At any point, the player in control of a crewmember can make them explore a planet, satellite, or any other type of location alongside their PC and participate in combat encounters with them.

During combat, NPC crewmembers follow the standard action and turn order rules, just like player characters [p.30].

They can make use of their equipped items, weapons, HACKS, and any other abilities to fight, including their **Active Skills**.

CREW COMPOSITION

Think about how crewmember roles and skills interact when deciding which allies to recruit. Here's a reliable structure to build your first crew around:

PILOT / MEDIC / MECHANIC-NAVIGATOR / GUNNER-MARINE

NAME & ROLE

Write the crewmember's name and role in these slots.

You can optionally roll for a random role on page 23, and for a random name on page 125.

PASSIVE SKILL

Each crewmember has a **Passive Skill** determined by their role.

Passives provide a permanent bonus effect as long as the character is part of the starship's crew.

INVENTORY

NPC crewmembers have four slots. PCs use their **regular inventory** instead.

You can freely swap inventory equipment between your PC and crewmembers you control [except hired ones].

NAME Jasmine ROLE Marine	PASSIVE PCs can choose 1 ally to join them when boarding enemy ships	INVENTORY Igni. Shotgun [d10 + VIG] Combat Exoskeleton [+2♥] _____ _____	ESPRIT DE CORPS Increase an ally's VIG by your current VIG value for 2 turns. SKILL 2 _____ SKILL 3 _____
HP 20 2	VIG 6 GRA 2 MIN 0 TEC 4		

STATS

The stats of NPC crewmembers are taken from the stat spread provided by their role.

Role stats **do not apply** when picking a role for a player character.

ACTIVE SKILLS

Crewmembers can have up to three **Active Skills**.

When recruiting a new crewmember or creating a character, you must choose **one** of the three available skills to start with. You can unlock additional skills for your PC or a crewmember you control by spending **10 EXP** per skill.

Each Active Skill can only be used **once per cycle**. Using an Active Skill during a regular combat encounter costs a **♦Side** action unless stated otherwise [p.30].

HP & ARMOR

HP ▶ NPC Crewmembers have 20 HP and die when reduced to 0 HP. [A. Scars don't trigger]

ARMOR ▶ Armor total provided by their inventory items.

UNDERSTANDING SKILL EFFECTS

The effect of skills is written from the perspective of the crewmember using the skill.

EXAMPLE If this MARINE character used their **ESPRIT DE CORPS** skill, they would be able to increase another crewmember's Vigor by the MARINE's current Vigor stat [3] for 2 turns.

WEAPON MODS

Equipping crewmembers with weapon mods in their inventory slots allows them to make use of the mods with their compatible weapons.

HACKS & DRONES

Crewmembers can use their equipped **HACKS** and **DRONES** during combat. Their Energy cost must be paid by the player character who controls them.

INVENTORY
Gauss SMG [d6 + GRA]
Laser Accelerator [Mod]

INVENTORY
HACK_Trojan
DRONE_Ladybug

CREWMEMBER DATABASE

Roll a d6 on the table below to randomly assess a crewmember's role.

When creating a new Player Character during character creation, you can choose one of the following 6 base crewmember roles.

UTILITY	MECHANIC	1
	PASSIVE Repairing the ship with Scraps now restores d10 + TEC Hull VIG GRA MIN TEC 1 0 2 3	INVENTORY Gamma Gun [d8 + TEC] 2 EMP Grenades 1 ShieldStim QUICK FIX If the ship reaches 0 Hull, you may spend 75* to avoid death and restore 5 Hull. REDUCE/REUSE/RECYCLE Spend 2+ to gain 25* for each enemy ship defeated this cycle. OIL CHANGE Spend 20* to reroll all Action Dice.
EVASION	PILOT	2
	PASSIVE You can reroll once per attempt when escaping space combat VIG GRA MIN TEC 2 3 1 0	INVENTORY Carbon Dagger [d6 + GRA] 3 Flash Rounds 1 Stardust™ Soda SPLIT S Spend 3 Fuel to dodge an incoming enemy ship attack. Can be triggered at any time. BARREL ROLL Spend 2 Fuel to add +GRA extra damage to the next starship weapon attack. COBRA MANEUVER Spend 3 Fuel to gain 2 extra Action Dice this turn.
HEALING	MEDIC	3
	PASSIVE All crew under 10 HP heal back to 10 HP at the end of each cycle VIG GRA MIN TEC 0 1 3 2	INVENTORY HACK_EMBER 2 Health Packs 1 Supranova Physic FIRST AID Spend 2+ to restore 2d10 + MIN HP to your character or an ally. CELL TREATMENT Spend 2+ to give an ally +2♥ until next cycle. AREA STIM Cure all status conditions from all allies.
TRAVEL	NAVIGATOR	4
	PASSIVE Using a Warp or HyperLight Drive to teleport now costs 3 Fuel VIG GRA MIN TEC 1 0 3 2	INVENTORY HACK_Counterspell 2 AdrenaShot 1 Electroxyne Capsule ASTROLABE Spend 4 Fuel to gain +X Action Dice this fight, where X is the number of enemy ships. MENTAL COMPASS Gain +1 Hyperdrive every time you discover a Settlement. STAR SEXTANT Spend 2 Fuel while in a Settlement to travel to any other Settlement in the map.
FIREPOWER	GUNNER	5
	PASSIVE Starship Weapons Modules deal +1 extra damage VIG GRA MIN TEC 3 2 1 0	INVENTORY Laser Blaster [d8 + VIG] 1 Taser Shell 1 Zero-G Liquor LASER BURNS Laser module attacks made this turn apply Overheat for 1 turn to the enemy ship. TURRET SYPHON Turrets restore 3+ to all allies every time they destroy a Shield this turn. MISSILE MADNESS Missile weapons deal +VIG extra damage this turn.
COMBAT	MARINE	6
	PASSIVE PCs can choose 1 ally to join them when boarding enemy ships VIG GRA MIN TEC 3 2 0 1	INVENTORY Igni. Shotgun [d10 + VIG] Combat Exoskeleton [+2♥] 1 Frag Grenade HUMAN SHIELD Give an ally +2♥ until the end of the fight as long as you have 10 or higher HP. UNDER PRESSURE Gain +X VIG for this fight, where X is the number of enemies. ESPRIT DE CORPS Increase an ally's VIG by your current VIG value for 2 turns.

FACTION-EXCLUSIVE CREWMEMBERS

Each faction has a unique type of crewmember role exclusive to its ranks.

To be able to recruit faction-exclusive crewmembers to your ship's crew, you must have **5 or higher** Favor with their respective faction.

SEA WOLF

PASSIVE

Restore 10 Hull every time you destroy an enemy starship

VIG GRA MIN TEC
4 3 0 1

INVENTORY

Ion Carbine [d10 + GRA]

Helix Wire [d8 + VIG]

Bulletproof Vest [+1♥]

DEMOLITION Spend 20* to double the damage and duration of grenades for all allies this fight.

KILLING BLOW All allies gain +2 GRA until the end of the fight every time an enemy is defeated.

CLOSE QUARTERS COMBAT All allies' melee attacks deal +X damage this turn, where X is their Armor.

MARG

BIOLOGIST

PASSIVE

Planting Terraform Seeds now also provides 10 EXP and 100*

VIG GRA MIN TEC
1 2 3 2

INVENTORY

HACK_Kraken

2 Health Packs

2 Terraform Seeds

TORTUGA FORMATION Spend 3+ to double the number of Shields gained this turn.

ASTRAL FLORA Spend 25* while exploring a planet for the first time to gain a Terraform Seed.

XENO BIOLOGY Spend 2+ to use any combat move from an alien creature you have previously fought.

ISF

HACKER

PASSIVE

Restore 1+ every time you or an ally deal damage with a HACK

VIG GRA MIN TEC
0 2 4 2

INVENTORY

HACK_Shadow

HACK_Ignite

2 Netlinks

GHOST UPLOAD The next HACK you or an ally cast doesn't count as direct damage.

GATEWAY PROXY Spend X+, where X is any value of your choice between 1-9. Gain +X MIN this turn.

MASS REPROGRAMMING Change the value of all Action Dice with a result of 1 or 2, to 6.

MEDUSA

SMUGGLER

PASSIVE

Contra. Packages now sell for 150* & provide 3 EXP when sold

VIG GRA MIN TEC
3 4 0 1

INVENTORY

Gauss SMG [d6 + GRA]

Laser Accelerator [Mod]

2 Tricillin Tablets

PLUNDER Spend 3+ after defeating an enemy ship to gain a Contraband Package.

FLYING HIGH Choose an ally under the effect of narcotics, they become Immune for 2 turns.

QUICK DRAW All allies' Revolver, SMG, and Blaster weapon attacks hit up to GRA enemies this turn.

CORSAIR

OCCULTIST

PASSIVE

Once per turn, you can spend 2 Shields to roll an extra Action Die

VIG GRA MIN TEC
0 1 3 4

INVENTORY

Halo Discs [2d6 + GRA]

HACK_Volt

1 Data Shard

RESIDUAL ENERGY Discard any amount of Action Dice this turn, gain 4+ for each discarded die.

UNSTABLE FUSION Spend 2+ to combine the values of two Action Dice into a single die.

FREQ. SPLITTER Spend 2+ to split an Action Die into two separate ones, rounding the values down.

SYNTH

FACTION

WARG // SEA WOLF MILITIA WARRIOR POET
ISF // BIOLOGIST ALIENOLOGY ACADEMIC
MEDUSA // HACKER CYBERSPHERE SAVANT
CORSAIR // SMUGGLER LOW-LIFE RENEGADE
SYNTH // OCCULTIST TECHNOSPiritUAL SEER

RECRUIT

New crewmembers can be recruited by gaining affinity with **Connections**.

- OR -

Hiring them at **Settlements** for 10*/Cycle.

INFO

STARSHIPS

►STARSHIP MODS

Here you will write the skills provided by your **ship modules**. There are **four types** of modules:

- ◆ **CONTROL** - provide a passive ability to your ship.
- ◆ **ENGINES** - affect the number of actions per turn your ship has during space combat.
- ◆ **WEAPONS** - deal damage to the enemy Hull, destroy Shields.
- ◆ **SYSTEMS** - generate Shields, restore Hull, etc.

►HULL

Hull represents your ship's condition. You have **20 Hull**.

Mark one notch for every point of damage your ship takes and erase them when your ship is repaired.

If your ship reaches 0 Hull, roll for an **Abyssal Scar** [p.89].

►FUEL

Every time you move 1 Hex on the Star System Map, you spend 1 Fuel. You have **20 Fuel**.

If your ship reaches 0 Fuel, it starts consuming 10 Hull per move until refueled.

Ships can be **repaired** and **refueled** at Settlements.

►CARGO HOLD

You can store up to **6 items** in your ship's **cargo hold**. You may move items from your inventory to your cargo hold and vice versa at the **end of each cycle**.

Items in the cargo hold can be **accessed** during space combat, but not during regular fights.

►STARSHIP LAYOUT

Use this grid to draw your starship.

Reference the **Starship Creation** guide to the right to build your starting ship from scratch, or choose from one of the following **pre-built designs**, which you can find on page 119.

- **Vector Ace Fighter**
- **Smuggler Speeder**
- **Duskwing**
- **Scarab Interceptor**

Write down the **modules** of the ship you select, and their abilities, on your Starship Sheet.

The Starship Layout grid is a 20x20 square grid. A silhouette of a ship is centered on the grid. Below the grid are several sections for recording ship details:

- VECTOR COCKPIT**: Start space combat with 1 Shield.
- SPARK MULTILASERS**: 3-5 ► Deal 3 damage, ignoring Shields.
- OXYGEN JETS**: Roll 2 Action Dice per turn. You have an extra one on turn 1.
- BREACH SYSTEM**: 1-2 ► All enemy ships have -1 Action next turn.
- HULL**: A row of 20 notches for tracking hull damage.
- FUEL**: A row of 20 notches for tracking fuel.
- SHIELDS**: A section for recording shield status.
- CARGO HOLD**: A section for recording items in the cargo hold.

At the bottom left is the **STARSHIP** logo, and at the bottom right is the **INDUSTRIAL PAPER** logo.



Scraps {★} can be used to restore your starship's Hull.

You can choose to spend **20★** to restore **d6 + TEC Hull**.

During space combat, this action can be performed once per turn by paying the Scrap cost and consuming an **Action Die**.

MODULE SLOTS

Starships have **six slots** for modules:

- ◆ 1 **Control** slot
- ◆ 1 **Engines** slot
- ◆ 4 **Open** slots [**Systems & Weapons**]

You can **only** place Control and Engines modules in their respective slots. Both Weapons and Systems modules can be placed in Open slots. Ships must have one Control module and one Engines module to be able to work.

MODULE EFFECTS

Control and Engines modules provide **passive abilities** to your ship.

Weapons and Systems modules have **active abilities** that can be triggered when an **Action Die** [p.54] of a certain value is spent on them during space combat.

EXAMPLE Action Dice requirements for abilities to be activated:

- 6** ▶ Requires an Action Die with a value of 6
- 3-5** ▶ Requires an Action Die of a value ranging from 3 to 5 [3, 4, or 5]
- X** ▶ Accepts Action Dice of any value. Replace X in the ability's effect with the value of the dice used to activate it.

UPGRADING YOUR SHIP

You will be able to **upgrade** your starting ship as you play the game.

When you receive a new ship module, you can add it to your ship's layout. If you have all module slots full, you can choose to replace one of them with the new module or store it in the **cargo hold**.

You can rearrange your current modules and change your starship design at any Settlement. New ship modules can be purchased with Scraps & EXP.

STARSHIP CREATION

After creating your character, it is now time to design your vessel.

To build your own starting ship follow these steps:



Go to the **Starship Modules** tables on pages 53-56.

Pick three **Tier 1** modules, and one **Tier 2** module for your starship [4 total].



Write the **effect** of each module on the Starship Sheet.

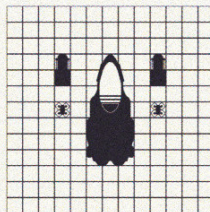
SPARK MULTILASERS

3-5 ▶ Deal 3 damage, ignoring Shields

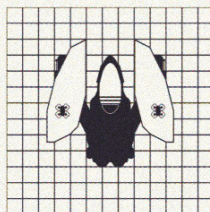
SCOUT



Draw the modules on the grid however you want.



Connect the modules and draw your ship design to **complete** your ship.



TRAVEL

TRAVEL RULES & SETTLEMENTS

Settlements [p.57] are your oases in the desert of void and stars that is space. Here you will be able to **repair** your damaged ship and **refuel** your tank, as well as buy and sell items, install new cybertech, and upgrade your starship.

Each Settlement is run by a different group, whose leadership is located in the faction **Headquarters** within each station.

REPEAT ENCOUNTERS & ITEMS

If your Exploration Roll lands on a **repeat encounter**, move to the first encounter on the table. If the first encounter is also a repeat, move forward until you find a new event. Do the same when encountering repeat random **cybertech**, **HACKS**, **weapons**, **armor**, and **weapon mods**.

EXAMPLE You roll for a Space Pirate hostile encounter and get a 4. You have already experienced that encounter, so you move to encounter 1 on the table. You have played out that encounter before too, so you experience encounter 2.

PREVIOUSLY EXPLORED HEXES

When traveling to an already explored hex, you don't need to perform another Exploration Roll. However, you may choose to re-explore **planets** and **satellites** by rolling again on their encounter tables.

ESCAPING ENCOUNTERS

If you escape a combat encounter while exploring a new hex for the first time, the hex remains **unexplored**, although the encounter type or location remains the same. Roll for a new encounter of that type the next time you visit the hex.

CHARACTER INTERACTIONS

During your travels, you will meet many different characters, each with their own goals, faction sympathies, and objectives.

Characters with a statblock are marked with underlined bold text [**Scientist**]. You can find character and enemy stats on pages 113-118.

ATTACKING NON-HOSTILES

Attacking non-hostile characters or starships will result in a penalty of **-1 Favor** with their respective faction, or **-3 Favor** if you are attacking members of a faction you are currently part of.

Attacking non-hostile neutral characters or ships will result in a **-1 Favor** penalty with both the **Intersolar Federation** and **WARG**.

DETERMINING STATS

If a character that you want to interact with doesn't have predetermined stats, you can borrow the statblock of a similar character following this guide:

COMMON PEOPLE

Merchant / Traders, Artisans, Corpos
Scientist / Researchers, Intellectuals
Looter / Outlaws, Criminals, Smugglers
Edge-Worlder / Nomads, Natives, Refugees

MACHINES & ANDROIDS

Automaton Bot / Simple robots, Machines
Android Synth / Intelligent robots

ALIEN CREATURES

Voidcrawler / Small life forms
Dust Wasp / Insectoid aliens
Deepworm / Medium-sized creatures
Mutated Chimaera / Large alien beasts

BEST PRACTICES

PLAYER ADVICE

FILL THE MAP

ASTROPRISMA is at its core a map-making game. Make use of your **Star System Map** and draw each unique location or encounter. Add small marks and notes, and fill the hexes with memories of your adventure.

ASK THE ORACLE

Use the **Oracle** [p.7] as your travel companion and incorporate it into the flow of your playthrough. Ask about what your surrounding environment looks like or what a character's intentions are and use it to connect narrative ideas together.

BE TRIBAL

Bleed your faction's colors. Don't be a fence-sitter. Become involved with faction goals, befriend allies, and antagonize enemy factions. Polarized relationships with different factions and characters create more impactful and exciting outcomes.

MAKE CONNECTIONS

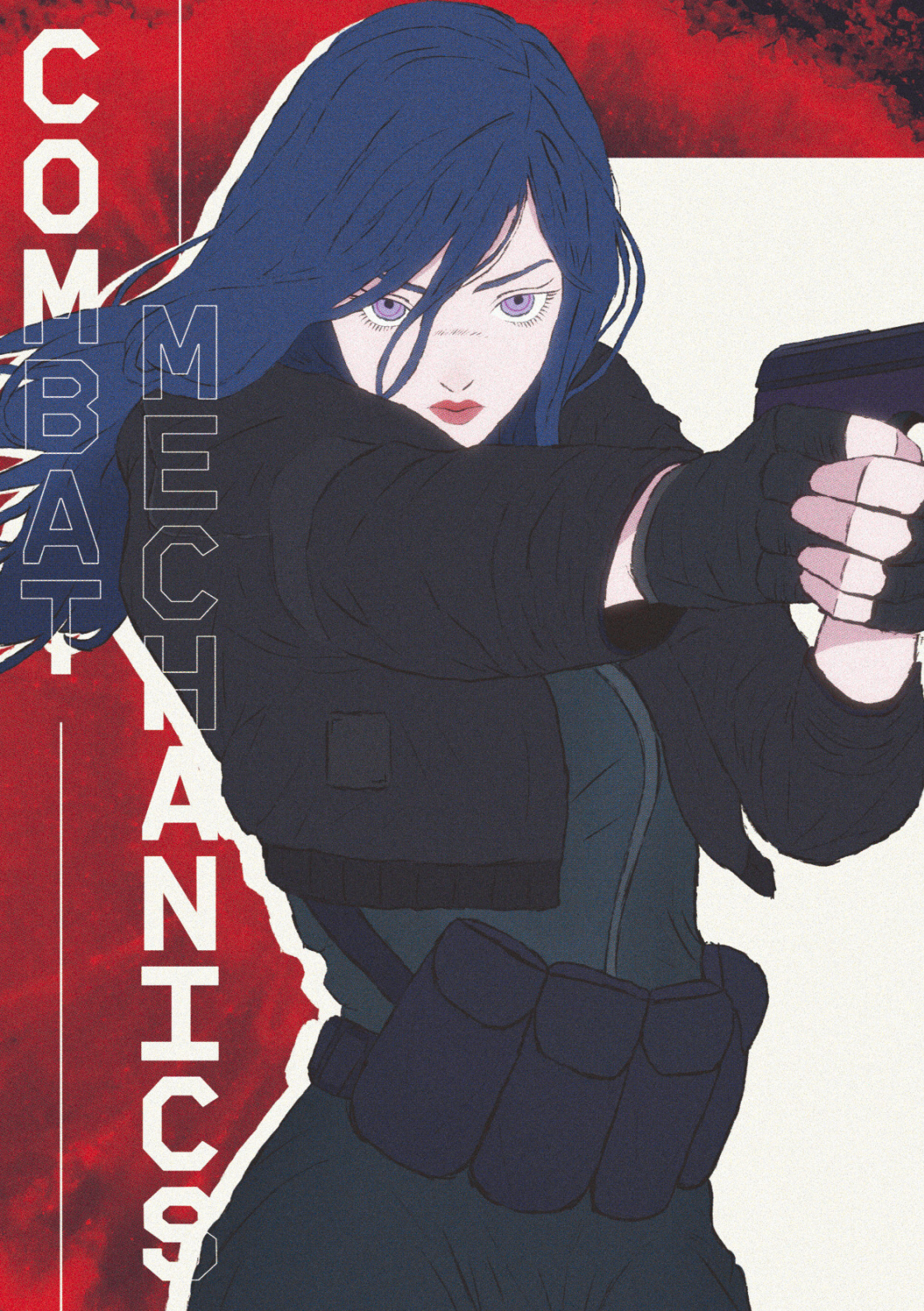
Traveling through space can be a lonely endeavor. Make the most out of the people you meet through your adventure and try to establish a connection with them. Ask the Oracle about their backstory, trade items, offer to transport them on your ship, etc.

ROLEPLAY FIRST

Roleplay > Mechanics. Play out the encounters as your character would. Roleplaying should be your main way of interacting with the world and characters. Follow your PC's needs and don't be afraid to ask NPCs for help, directions, or assistance.

ESCAPE DANGER

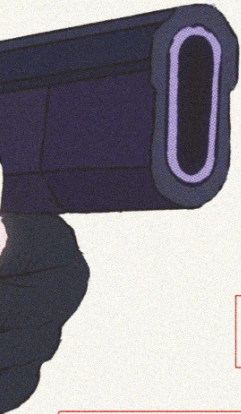
As you explore this dangerous universe, you will face powerful enemies, some of them far above your current skill level. Don't be too proud to escape a threatening encounter and be aware of your character's current limitations and weaknesses.



COMBAT

COMBAT MOVES

These are four common Main Actions you can perform during your combat turn:



► WEAPON

Attack with one of your equipped **weapons**. Roll base damage and add the relevant stat.

► HACK

◆ **ROLL MIND** against the enemy. If you succeed, the **HACK** takes effect.

► CYBERTECH

Use one of your active abilities from the **cybertech** modules you have installed.

► ESCAPE

To flee from a combat encounter, you must ◆ **ROLL GRACE** against the enemy. If you succeed, you escape the fight.

TURN BASICS

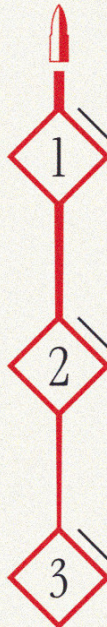
Combat is split into **turns**. During each turn, both the enemy character and your own character will take **actions**.

TURN ORDER

Turn order is determined at the start of combat.

All combatants roll **d10 + GRA**. The character with the highest total moves first, followed by the second highest, and so on. If two characters rolled the same result, whoever has the highest base GRA stat moves first.

❗ **EXAMPLE** You fight a NetHacker and a Cyborg. You roll a 6 and add 2 from your GRA stat, your total is 8. The NetHacker rolls a 3 and adds 1 from their stats, the Cyborg rolls a 7 and adds 2. Since $9 > 8 > 4$, the Cyborg will take their turn first, followed by the player, and finally the NetHacker.



TURN STEPS

ENEMY MOVE

Roll a **d10** on the enemy's move list to determine what action they take during their turn.

MAIN ACTION

You can perform any one of the four previously mentioned ◆ **Main Actions**, or any other ability that consumes a Main Action. You may swap your Main Action for a second Side Action.

SIDE ACTION

You can make a ◆ **Side Action** at any point during your turn. You can spend it by using **one item** from your inventory or any other ability that consumes a Side Action.

COMBAT MECHA

ENEMY STATBLOCK



This graphic to the right explains all the elements of an enemy statblock.

DAMAGE BONUSES

Many abilities and skills affect your damage output in positive or negative ways. When calculating your damage output, follow these rules:

- 1 The **base damage roll** and **stat bonus** are counted first. [$d10 + \text{VIG}\%$]
- 2 **Flat increases** or additional **dice rolls** are added next. [$+2\%$, $+d6\%$]
- 3 Effects that **multiply** your damage are added last. [$\text{deal } \times 2 \text{ damage}$]
- 4 **Negative bonuses** are subtracted from the total at the end. [-4%]

FIGHTING MULTIPLE ENEMIES

Some encounters will have you face multiple enemies at once. In this case, to determine the outcome of abilities that require you to roll against the enemy, use the **highest difficulty** enemy as the opponent.

To **escape** the encounter, roll against the highest difficulty enemy. Do the same when casting HACKS that don't target a single enemy and other similar abilities.

FIGHTING ALONGSIDE ALLIES

NPCs or **crewmembers** can join you in battle in certain scenarios. You control these characters as you would your PC.

Enemies will target the ally that goes **next in the turn order**. If an enemy has 2 or more actions, each move will have a **different target** following the turn order.

► DIFFICULTY

These dotted symbols indicate the enemy's **Difficulty**, and how much EXP you gain when defeating them:

•	Easy	+1👉 EXP
••	Medium	+3👉 EXP
•••	Hard	+6👉 EXP
••••	Boss	+10👉 EXP

Defeating higher difficulty enemies will also reward you with better **loot** [p.45].

WARG MAJOR GENERAL

80HP 5👊 5VIG 3GRA 2MIN 1TEC •••••

1-4 ► **Neon Blade** [$d12 + \text{VIG}\%$]

Vibrating Motor - If you have higher **VIG** than the enemy, deal +2 extra damage.

6-7 ► **CYBER_Mantis Scythes** - Deal $d6 \times \text{GRA}\%$. Multiply the result by 2 if you are first in the turn order.

8-9 ► **HACK_IGNITE** - Deal $d10 + \text{MIN}\%$ and **Overheat** an enemy for 2 turns.

10 ► **Frag Grenade** - 🎲 **ROLL VIGOR** against an enemy. If you succeed, all enemies take $3d6\%$.

SKILL ► Can't be **Shocked**.

► COMBAT MOVES

Reference this list when **rolling for the enemy's move** to determine what action they take during combat.

SKILLS

Skills are passive abilities that give the enemy some type of bonus effect or resistance.

► STAT BAR

From left to right:

- ♦ Health (HP) & Armor (👊)
- ♦ Stats (VIG, GRA, MIN, TEC)
- ♦ Difficulty (•••••)

If an enemy character or starship rolls a move that they **can't perform**, it doesn't take effect.

?EXAMPLE If an enemy starship rolls an action that can only be performed once per turn, the second time it is rolled that turn, it doesn't take effect.

STATUS CONDITIONS

OVERHEAT

Take **d6 damage** at the start of your turn, ignoring **Armor** or **Shields**.

SHOCK

Temporarily **lose all Armor**, setting it to 0.

STUN

Roll a d6 at the start of your turn. If you roll a 1, your turn is **skipped**.

SILENCE

You can't use **Cybertech**. Stat bonuses and abilities from it are disabled.

BREACH

Enemy **HACKS** are always successful. You can't control or use **DRONES**.

IMMUNITY

You **don't take damage** from any source of **direct damage**.

STATUS CONDITIONS

Some abilities have effects that take place over a set amount of turns. These are called **Status Conditions**.

Conditions start taking effect on the **same turn** they are applied and are removed from your character when the combat is over.

The duration of conditions **stacks**.

?EXAMPLE If the enemy is **Stunned** for 2 turns and you **stun** them again for 3 turns, the status effect will now last 5 turns.

DIRECT DAMAGE

Damage that originates from actions that involve a character attacking a target is considered **direct damage**.

?EXAMPLE Weapon attacks, **Cybertech**, damage-dealing **HACKS**, grenades, etc.

Damage dealt by **status conditions** and **DRONES** is not considered direct damage.

WEAPON MODS

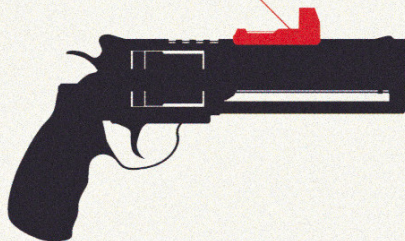
Weapon power can be increased through the use of **Weapon Mods**.

Each weapon can have up to **2 unique weapon mods**.

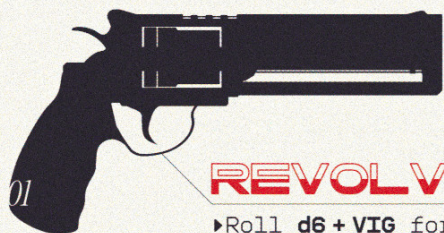
You can freely swap mods between weapons and extract mods from a weapon to sell them outside of combat. Swapping mods during combat costs a **♦Side Action**.

Weapon Mods can be acquired at **WARG Settlements**.

REFLEX SIGHT



RANGED WEAPON



REVOLVER

►Roll **d6 + VIG** for damage
►25*

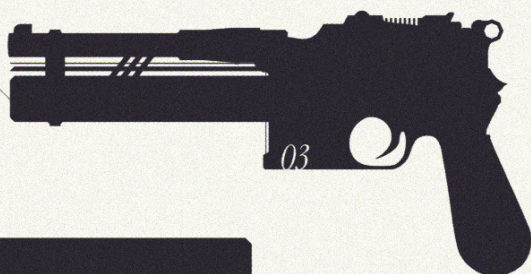


GAUSS SMG

►Roll **d6 + GRA** for damage
►25*

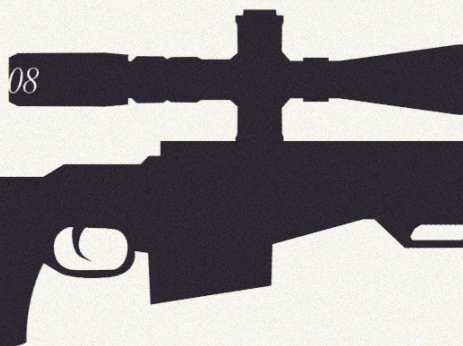
LASER BLASTER

►Roll **d8 + VIG** for damage
►75*



ION CARBINE

►Roll **d10 + GRA** for damage
►100*



VS

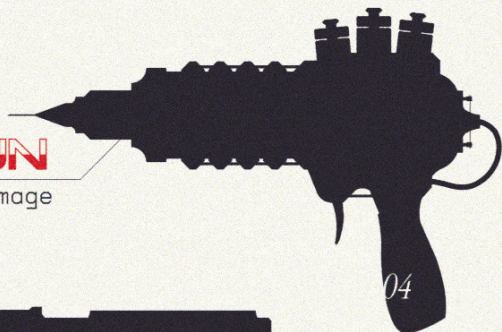
Roll a d8 when you find a random ranged weapon to determine its model

- Base damage + stat bonus
- Cost



GAMMA GUN

- Roll d8 + TEC for damage
- 75*



IGNITION SHOTGUN

- Roll d10 + VIG for damage
- 100*

PULSE RIFLE

- Roll 2d6 + VIG for damage
- 150*



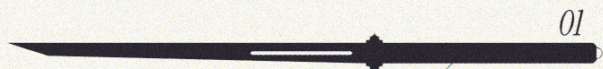
GRAVITY RIFLE

- Roll d12 + GRA for damage
- 150*

MELLEE

Roll a d6 when you find a random melee weapon to determine its model

- Base damage + stat bonus
- Cost



CARBON DAGGER

- Roll d6 + GRA for damage
- 25*

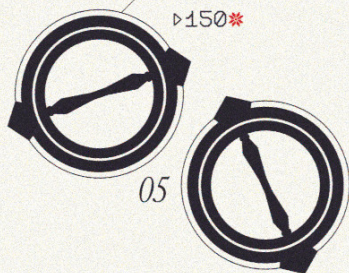


HELIX WIRE

- Roll d8 + VIG for damage
- 75*

HALO DISCS

- Roll 2d6 + GRA for damage
- 150*



NEON BLADE

- Roll d12 + VIG for damage
- 150*

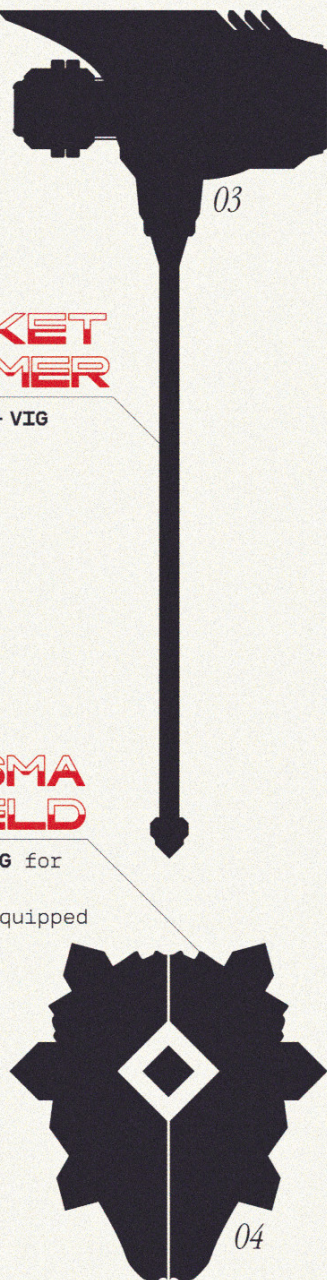


ROCKET HAMMER

- Roll d10 + VIG for damage
- 100*

PLASMA SHIELD

- Roll d8 + VIG for damage
- +1♥ while equipped
- 100*



WEAPON MODS

SILENCER 75*

This weapon deals **half damage** [rounding down]. Its attacks don't count as **direct damage**.

01

REFLEX SIGHT 100*

If you have **higher GRA** than the enemy, this weapon deals an additional **+2 damage** per attack.

03

AUTO RELOADER 150*

You may spend **3+** to attack with this weapon using a ♦Side Action instead of a ♦Main Action.

05

STEALTH GRIP 75*

If you are first in the turn order, the first time you attack with this weapon, it doesn't consume a ♦Main Action.

01

VIBRATING MOTOR 100*

If you have **higher VIG** than the enemy, this weapon deals an additional **+2 damage** per attack.

03

KINETIC ENGINE 150*

Restore **1+** every time you attack with this weapon.

05

LASER ACCELERATOR 75*

This weapon **ignores enemy Armor** when dealing damage.

02

MALWARE INJECTION 100*

If you roll **1 or 2 base damage** when attacking with this weapon, the enemy is **Breached** for 2 turns.

04

SMART AIM 150*

When attacking with this weapon, roll base damage **twice** and keep the **highest result**.

06

COUNTER GUARD 75*

You may spend **3+** to perform a **reaction attack** with this weapon after being damaged by an enemy.

02

HEAT CHAMBER 100*

If you roll **1 or 2 base damage** when attacking with this weapon, the enemy is **Overheated** for 2 turns.

04

CHARGE ATTACK 150*

You may spend **3+** when attacking with this weapon. If you do, it deals **double damage**. [♦Side]

06

RANGED MODS

MELEE MODS



HACKING & DRONES

SPHERE



DRON3_2.1



Hacking & Drones 38



HACKS AND MALWARE

HACKS

Roll a **d10** on this table when you encounter a random HACK while exploring or looting.

The effect of some HACKS depends on your stats. Replace '**MIN**' with your character's current **MIND** stat when reading a HACK's effect. Do the same for all other stats.

VISION.txt



d10 HACKS

JAVELIN⁰¹

1⚡

> Deal **d12 + MIN** damage. **Breached** enemies take double damage.

TROJAN⁰²

1⚡

> **Breach** an enemy for **MIN** turns.

EMBER⁰³

1⚡

> **Overheat** an enemy for **MIN** turns.

BLACKOUT⁰⁴

1⚡

> **Shock** all enemies for **TEC** turns.

SHADOW⁰⁵

2⚡

> Become **Immune** until you deal **direct** damage. Costs 2⚡ per turn while active.

COUNTERSPELL⁰⁶

1⚡

> **Silence** all enemies for **MIN** turns and disable their passive **SKILL**.

VOLT⁰⁷

2⚡

> Deal **d10 + TEC** damage and **Stun** an enemy for 1 turn.

KRAKEN⁰⁸

2⚡

> **Stun** all enemies for 1 turn.

IGNITE⁰⁹

3⚡

> Deal **d12 + MIN** damage and **Overheat** an enemy for 2 turns.

HYDRA¹⁰

3⚡

> Deal **d10 × MIN** damage to a **Breached** enemy.

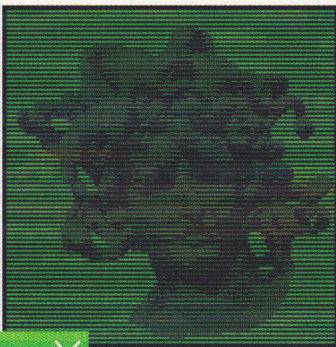
MALWARE

//Roll_a_d10//

- 1 Nothing %(-4FVt=Z, k9t~yZJ89#36Nz_Ck3#z[nn; Yu[
- 2 Lose 14 Energy #+C^z4zBzGd*i=%ZA*#<4[~NdGe/e
- 3 Take 2 damage [tztK%lwrmjsjyM@mp0L-c6V4R !?jff
- 4 Lose 24 Energy ?;~8ns5+#+T1pgCGm/BN|[s'rDs&ddd
- 5 Become **Stunned** for 1 turn Ly2@>SjYl-q^gyFZ, CX
- 6 Take 4 damage pCUzhq5q_h.YK6+=*h*pr%ae?@HL/
- 7 Become **Shocked** for 1 turn Rhvx~FZ=2xqd&YSafJd
- 8 Lose 34 Energy l p0;Jt, Nm>FI)*R+)*mC8~)C3-N71S
- 9 Become **Silenced** for 1 turn @fh/<EUSzJdD_S-s%b
- 10 Learn a random HACK ^1zI6Jc24AyyM@mp0-\$sxfz<

JAILBREAK

ASCII_Medusa.txt



PURCHASING HACKS.txt

You can buy HACKS at **Medusa Settlements** for 150*.
MASTER HACKS can be sold for 200* but not bought.

```

%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%

```

```

%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%
%%  %%  %%

```

→ Roll_a_d6

//Laughing at your security since 30XX!

MINDSTEAL⁰¹

34

> Set the enemy's MIN to 0 and gain X MIN for 2 turns, where X is the enemy's base MIN stat.

PARASITE⁰²

34

> Breach all enemies for MIN turns and restore 2 Health for each enemy affected.

SUPERNOVA⁰³

34

> Deal 3d6 damage to all enemies and Shock them for MIN turns.

RAGNAROK⁰⁴

34

> Overheat all enemies for TEC turns. Overheat deals +MIN extra damage until the end of the fight.

AEGIS⁰⁵

34

> Gain TEC temporary Armor for MIN turns.

ARCHANGEL⁰⁶

34

> Restore d10 × TEC Health to your character or an ally.

DRONES

DRONE_Spider

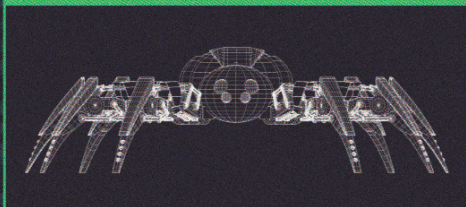


Fast land-dwelling drone built from reconditioned mechanical parts and circuits. The "Spider" is the most common drone among salvagers and spacefarers due to its ability to climb surfaces and move through dangerous terrain.

DATA\\string:code

1p7ov2N\$6e4_l@*Uf*2tR R}kT3[:K
o:|lp=-rki>^X21\\V0d] BIPd|FD-4k

3D_SCANa.png



MOVES.txt



► DOCTORBOTICS [PASSIVE]
+1 TEC during this fight

► CARBON CLAW [24]
Deal d8 + TEC damage

► PARALYZING WEB [34]
Stun an enemy for 2 turns

150*

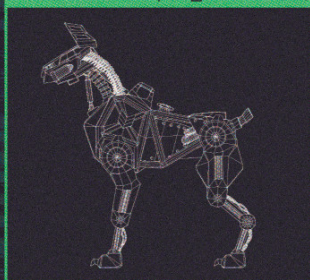
DRONE_Greyhound



Manufactured by FRONTERA CORP, the Remote Controlled Mechanical K9 Unit, nicknamed "Greyhound", was usually deployed alongside human personnel during recon missions and stealth operations due to its camouflage technology.

DATA\\string:code

3D_SCANb.png



MOVES.txt



► CAMOUFLAGE [PASSIVE]
If are first in the turn order, BITE deals double damage

► FETCH [34]
Gain a random narco-biotic or grenade

► BITE [34]
Deal 2d6 damage

350*

▲ INFO.txt



You can buy DRONES at Synth Settlements.

Important



System needs updating.

Install

Not now

MECHS

DRONE_Ladybug

—□×

The “Ladybug” is a compact, 4cm x 9cm drone built by Yihiro Industries. It specializes in cyber-defense, being equipped with an electromagnetic pulse emitter to shut down enemy systems and electronics.

MOVES.txt

×

▶HP INJECTION [PASSIVE]

Restore TEC Health every turn

▶EMP RELAY [24]

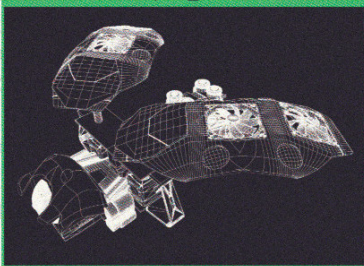
Silence an enemy for 2 turns

▶TASER SHOT [34]

Shock an enemy for 2 turns

3D_SCANc.png

×



installer.exe

×

350*

Installing data... 25 of 164mb

DRONE_0w0

—□×

Jailbroken and modified version of the BERSERK MK II mech unit. Its factory UI and software have been replaced by the artificial intelligence of a popular virtual pet from the Old World.

MOVES.txt

×

▶AUTO-TURRET [PASSIVE]

Deal TEC damage every turn

▶DOUBLE MINIGUN [44]

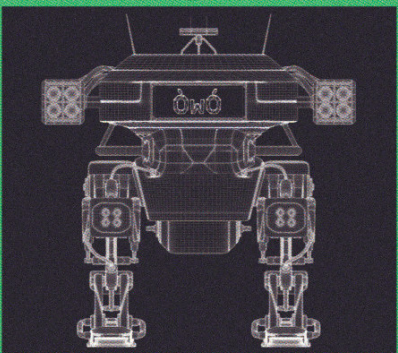
Deal 2d6 + TEC damage

▶MISSILE STRIKE [64]

Deal d8 x TEC damage

3D_SCANd.png

×



600*

CYBERTECH

Data.txt

Roll two **d6** on the table to the right when you find a random **Cybertech** implant.

-or-

Purchase any Cybertech implant you want for the specified cost in EXP and Serum at **Settlements**.

ASCII_chrome.png



SYNBIOS LABORATORIES 01

1-2	DETOX SYSTEM	+1 TEC Double the stat bonus from Narcobiotics .	3👉 + 100🌟
3-4	CORTEX FIREWALL	If you have higher MIN than the enemy, you don't get Malware when HACKS fail. [+1 Memory Slot]	6👉 + 200🌟
5-6	HEALING NANOBOTS	Restore 2d8 + TEC Health. [3👉] [♦ Main]	9👉 + 300🌟

YEDRSL INDUSTRIES 02

1-2	CODE PROCESSOR	+1 MIN The first HACK you cast during your first combat turn costs 0%.	3👉 + 100🌟
3-4	ZETTABYTE RAM	+1 MIN Choose a MASTER HACK to learn. [+1 Memory Slot]	6👉 + 200🌟
5-6	SECOND BRAIN	You may choose to cast HACKS using your ♦ Side Action by adding +3👉 to their cost.	9👉 + 300🌟

FRONTERA CORP 03

1-2	TITANIUM BONES	+1 VIG +1🛡️ Armor.	3👉 + 100🌟
3-4	FORCEBLAST HAND	+1 VIG Your melee weapon attacks deal + d6 until the end of the fight. [2👉] [♦ Side]	6👉 + 200🌟
5-6	MANTIS SCYTHES	Deal d6 × GRA , multiply the result by x2 if you are first in the turn order. [5👉] [♦ Main]	9👉 + 300🌟

ORBITAL DYNAMICS 04

1-2	JET PROPULSORS	+1 GRA Escaping combat now only costs a ♦ Side Action. Roll the player die twice and keep the best result.	3👉 + 100🌟
3-4	TRIGGER FINGERS	+1 GRA Your ranged weapon attacks deal + d6 until the end of the fight. [2👉] [♦ Side]	6👉 + 200🌟
5-6	HYPER REFLEXES	Slow down time to dodge the next enemy attack. Costs 1👉 more for each Armor point you have. [3👉] [♦ Side]	9👉 + 300🌟

EVO ROBOTICS 05

1-2	CHROME FIST	Deal damage equal to your Armor × VIG . This ability counts as a melee weapon attack. [6👉] [♦ Main]	3👉 + 100🌟
3-4	DUAL PROCESSOR	You can attack with both of your equipped weapons this turn using a single ♦ Main Action. [4👉] [♦ Side]	6👉 + 200🌟
5-6	HEART ENGINE	The first time you reach 0HP during a fight, restore your Health back to 10HP .	9👉 + 300🌟

RIP_TEC 06

1-2	SCANNER EYE	+1 TEC Once per encounter, you may pay 2👉 to avoid rolling MIN when casting a HACK . [+1 Memory Slot]	3👉 + 100🌟
3-4	ATLAS HANDS	If you have higher Armor than the enemy, they are Stunned for VIG turns. [4👉] [♦ Side]	6👉 + 200🌟
5-6	CHAINSAW ARMS	Deal d10 × VIG . [5👉] [♦ Main]	9👉 + 300🌟

LOOTING

LOOTING

LOADING {76%}

INSTRUCTIONS

DATA SHARD

After defeating an enemy in combat, or after destroying an enemy ship, you can roll for loot.

To do so, roll on the **Loot Rewards** table to the right. You must roll a number of d6 based on the **Difficulty** of the enemy you have defeated:

•	Easy	Roll d6
••	Medium	Roll 2d6
•••	Hard	Roll 3d6
••••	Boss	Roll 3d6 + Extra

If you defeat a **Boss**, you must roll an extra d6 on the **Boss Rewards** table below.

Some loot results will direct you to a different page to roll again.

EXAMPLE If you find a 'Random Hack' you must go to the HACK page and roll for the specific reward there.

BOSS REWARDS

▶ 100 Hyperdrive	1
▶ 2000*	2
▶ Random Armor Set	3
▶ Random MASTER HACK	4
▶ 3500*	5
▶ Random Cybertech	6

LOOT REWARDS

1	25*
2	Health Pack
3	Energy Cell
4	Random Status Cure
5	30*
6	Random Narcobiotic
7	Random Ranged Weapon
8	Random Melee Weapon
9	60*
10	75*
11	Random HACK
12	Random Ranged Weapon Mod
13	Random Melee Weapon Mod
14	150*
15	Random Armor Set
16	Random MASTER HACK
17	Random Cybertech
18	300*



EQUIPMENT

	EFFECT	COST
Health Pack	Restore d10 + VIG Health.	20✱
Energy Cell	Restore d6 + TEC Energy.	30✱
Stardust™ Soda	Automatically succeed any VIG or GRA Challenge Roll.	50✱
Data Shard	Automatically succeed any MIN or TEC Challenge Roll.	50✱
BurnPatch	Removes Overheat .	20✱
ShieldStim	Removes Shock .	20✱
PowerGen	Removes Silence .	20✱
AntiVirus	Removes Breach .	20✱
AdrenaShot	Removes Stun .	35✱
Frag Grenade	🔥 ROLL VIGOR against the highest difficulty enemy. Success ▶ All enemies take d8 × VIG .	20✱
EMP Grenade	🔥 ROLL VIGOR against the highest difficulty enemy. Success ▶ All enemies are Silenced for TEC turns.	20✱
Heat Bomb	🔥 ROLL VIGOR against the highest difficulty enemy. Success ▶ All enemies are Overheated for TEC turns.	20✱
Taser Shell	🔥 ROLL VIGOR against the highest difficulty enemy. Success ▶ All enemies are Shocked for TEC turns.	20✱
Flash Round	🔥 ROLL VIGOR against the highest difficulty enemy. Success ▶ All enemies are Stunned for TEC turns.	20✱
Stratogen Hormones	Gain +1 MIN until the next cycle.	30✱
Vesterone Stimulant	Gain +1 GRA until the next cycle.	30✱
Testogre Hormones	Gain +1 VIG until the next cycle.	30✱
Electroxyen Capsule	Gain +1 TEC until the next cycle.	30✱
Tricillin Tablet	Gain +1 to all your stats until the next cycle.	50✱
Supranova Physic	Gain +2 to a stat of your choice until the next cycle.	50✱
NetLink	Unmark 3 cells in your Cybersphere Memory Clock.	75✱
Zero-G Liquor	Gain an extra 🔥 Side Action next turn.	50✱

	DAMAGE	COST
Revolver	d6 + VIG	25*
Gauss SMG	d6 + GRA	25*
Laser Blaster	d8 + VIG	75*
Gamma Gun	d8 + TEC	75*
Ignition Shotgun	d10 + VIG	100*
Ion Carbine	d10 + GRA	100*
Pulse Rifle	2d6 + VIG	150*
Gravity Rifle	d12 + GRA	150*

WEAPONS

	DAMAGE	COST
Carbon Dagger	d6 + GRA	25*
Helix Wire	d8 + VIG	75*
Halo Discs	2d6 + GRA	150*
Plasma Shield	d8 + VIG	100*
Rocket Hammer	d10 + VIG	100*
Neon Blade	d12 + VIG	150*

QUEST
ITEMS

Warp drive	Space travel technology that allows you to teleport to any tile in the current system for 6 Fuel . Must be in your Cargo Hold to function.
Trading License	You can now sell exclusive items from other factions at ISF Settlements [excluding Narcobiotics]. Gain an extra 10* when selling them.
Tesseract	A cyan-colored hologram in the shape of a 4D cube. You can spend it to restore 3+ for each of your Cybertech implants.
Contraband Package	Illegal cargo. Can only be sold at Syndicate Settlements for 100* . If you lose a space battle, all your contraband is lost.
NGHTMR Key	Highly destructive computer virus. You can spend it to Breach an enemy for 5 turns or force an enemy ship to skip their next turn.
Terraform Seeds	Genetically altered seeds designed for accelerated terraforming of planets and satellites. Gain +1* Hyperdrive when planted.

STATUS
CURES

d10

1-2	BurnPatch
3-4	ShieldStim
5-6	PowerGen
7-8	AntiVirus
9-10	AdrenaShot

GRENADES d10

1-2	Frag Grenade
3-4	Heat Bomb
5-6	EMP Grenade
7-8	Taser Shell
9-10	Flash Round

SCRAPS

Scraps { } are components and small item parts. They can be used to **repair your ship** [p.26] or craft new items at **Settlement Scrapyards** [p.59].

ARMOR

Roll on this table when you find a random **Armor Set**. Armor Sets are items stored in your inventory that provide a bonus to your Armor total {♥}.

If you have several Armor Sets in your inventory, you can only receive the effect from one of them.

d10 You can purchase Armor Sets for the specified Serum cost at **ISF Settlements**.

REINFORCED JACKET 50*	+1 Armor	1
BULLETPROOF VEST 75*	+1 Armor Enemy ranged weapon attacks deal -1 damage	2
NIGHTRUNNER CLOTHING 100*	+1 Armor Escaping combat doesn't require a Challenge Roll	3
COMBAT EXOSKELETON 200*	+2 Armor Melee weapons deal +1 damage	4
EAGLESHOT ARMOR 200*	+2 Armor Ranged weapons deal +1 damage	5
ATHENA X ARMOR 250*	+2 Armor You can't be Silenced	6
ORION II ARMOR 250*	+2 Armor You can't be Shocked	7
MERCURIAN ARMOR 250*	+2 Armor You can't be Stunned	8
HADES IV ARMOR 250*	+2 Armor You can't be Overheated	9
COLOSSUS SUIT 300*	+3 Armor	10

NARCOBIOTICS

Narcobiotics are pharmaceutical combat and performance enhancers that increase your character's stats for a limited time.

They can only be bought and sold at **Corsair Settlements**.

Consuming more than one narcobiotic per cycle will make the character **Overdose**, resulting in a permanent negative effect until they rest at a Settlement.

OVERDOSE

While in **Overdose**, using additional narcobiotics in subsequent cycles without being treated will also increase the effects by 1 stage.

STAGE 0	ONE USE	No effect
STAGE 1	TWO USES	-4 MAX HP
STAGE 2	THREE USES	-6 MAX HP
STAGE 3	FOUR USES	-8 MAX HP
STAGE 4	FIVE USES	Abyssal Scar

STRATOGEN HORMONES

+1 MIN until the next cycle

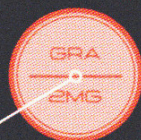
01



VESTERONE STIMULANT

+1 GRA until the next cycle

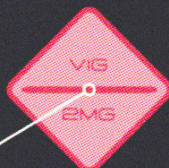
02



TESTOGRE HORMONES

+1 VIG until the next cycle

03



ELECTROXYN CAPSULE

+1 TEC until the next cycle

04



TRICILLIN TABLET

+1 to all your stats until the next cycle

05

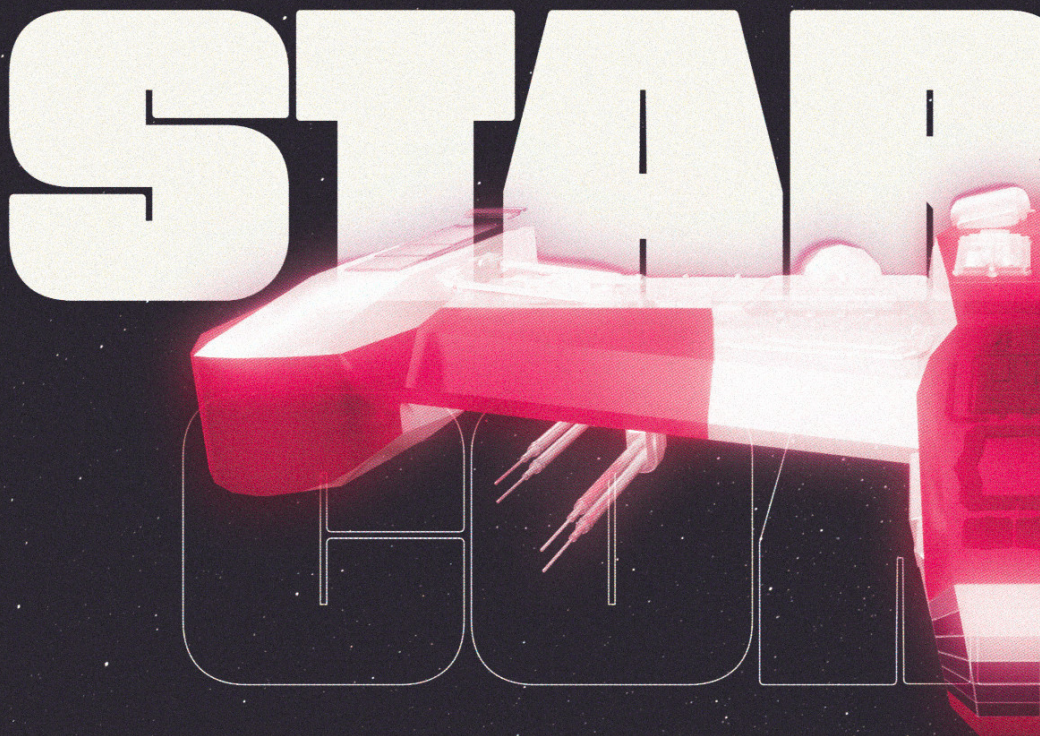


SUPRANOVA PHYSIC

+2 to a stat of your choice until the next cycle

06





COMBAT PROCEDURE

Space combat generally follows the same structure and rules as regular combat.

◆ **ROLL GRACE** against the enemy ships to determine **turn order**, adding their number of **ACTIONS** to their roll instead of **GRA**.

During the enemy ship's turn, roll on their move list once for each **ACTION** point they have.

ACTION DICE

The main difference from character-to-character combat is what happens during **your starship's turn**.

At the start of each turn, you **roll a number of d6** (known as **Action Dice**) according to your ship's **Engines**. These represent the amount of power you can allocate to the modules on your ship.

Every turn, you **spend your Action Dice** on your ship's **Weapons** and **Systems** modules to activate them and make use of their individual abilities.

VECTOR ACE FIGHTER

20 HULL 2 ACTIONS

1 ▶ Attempt to escape combat.

2-7 ▶ Deal 3 damage, ignoring Shields.

8-10 ▶ The enemy ship has -1 Action Die during their next turn.

SKILL ▶ Start combat with 1 Shield.

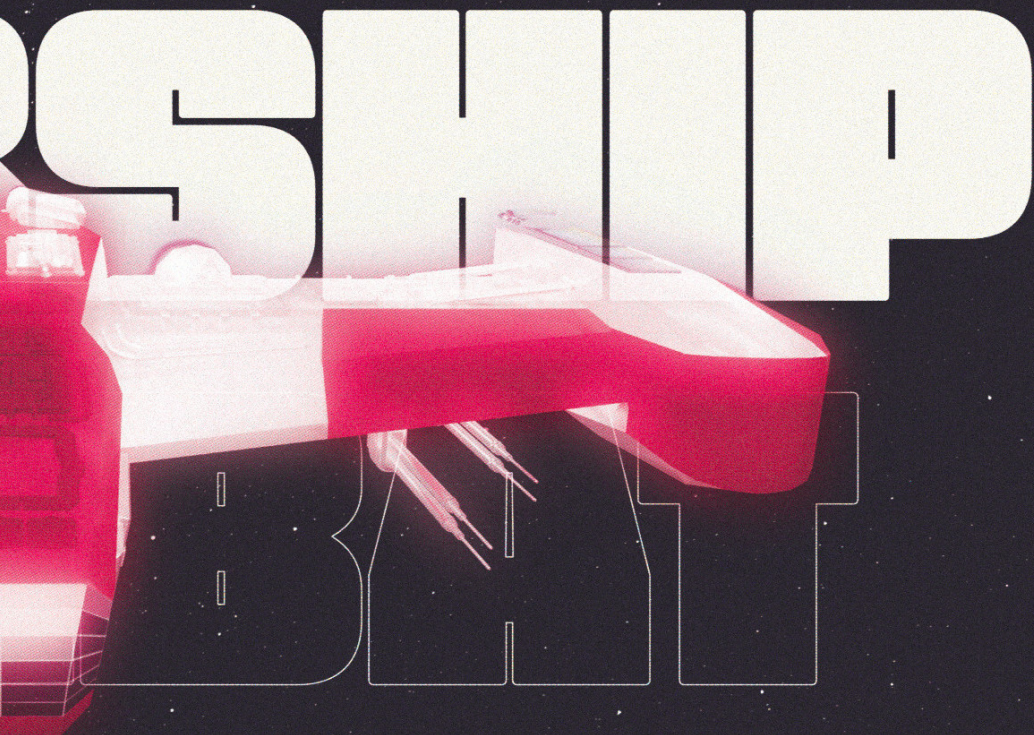
▶ HULL

If you bring the enemy ship's **HULL** down to 0, they are destroyed. Roll loot based on their **difficulty**.

▶ ACTIONS

ACTIONS indicate how many times the enemy ship acts per turn. Roll a d10 on their combat moves list as many times as indicated.

◻ **EXAMPLE** This ship would get two combat moves per turn. Therefore, you would roll twice on their move list.



SHIELDS

Shields nullify all damage from the next incoming attack. Once a Shield blocks an attack, it is consumed. Shields are reset to 0 after each fight.

EXAMPLE If you have 2 Shields and your enemy attacks three times; dealing 6, 3, and 4 damage, you only take 4 damage.

BOARDING SHIPS

Certain modules allow you to **board** an enemy ship by **teleporting** inside it. You can only board a ship when it is in **critical condition**. Once inside, you can fight the enemy **Captain** in regular combat. If you defeat the captain, their ship is also defeated.

Who the ship's captain is depends on the starship's faction and difficulty level. Reference the tables in pages 122-124 to determine the enemy captain's identity and stats.

ESCAPING SPACE COMBAT

You can spend 2 **Action Dice** to attempt to flee from a space battle. ♦ **ROLL GRACE** against the enemy and add the enemy ship's number of **ACTIONS** to the Challenge Die instead of their **GRA**. If you succeed, you escape the fight.

BOOST ESCAPE

When trying to escape from a space battle, you can perform a **Boost Escape**. This will allow you to immediately flee the encounter without needing to win an escape roll, at the cost of 5 **Fuel**. You may do so at any point during a space battle, even during the enemy's turn.

CRITICAL CONDITON

Ships at 10 **Hull** or lower are considered to be in **critical condition**. The effect of some ship modules will depend on whether your ship or the enemy's is in this state.

STARSHIP

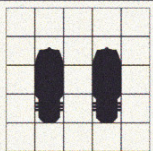


ENGINES

HOVER PROPULSORS 3⚡ 70★

TIER 1

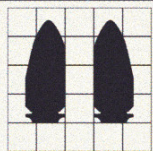
► Roll two d6 **Action Dice** every turn.
You can reroll one **Action Die** per turn.



OXYGEN JETS 3⚡ 70★

TIER 1

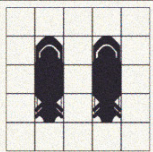
► Roll two d6 **Action Dice** every turn.
You have an extra **Action Die** during your first combat turn.



VELOCITY ROCKETS 5⚡ 125★

TIER 2

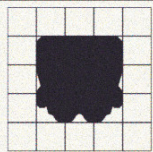
► Roll two d6 **Action Dice** every turn.
You have 2 extra **Action Dice** while your starship is at 20 Hull.



QUAD-REACTOR 5⚡ 125★

TIER 2

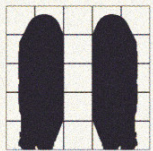
► Roll three d6 **Action Dice** every turn.



AVE ACCELERATORS 7⚡ 200★

TIER 3

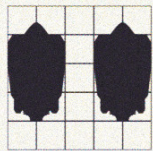
► Roll three d6 **Action Dice** every turn.
You can reroll one **Action Die** per turn.



ION ENGINES 7⚡ 200★

TIER 3

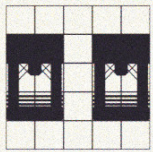
► Roll three d6 **Action Dice** every turn.
You have an extra **Action Die** during your first combat turn.



NUCLEAR PULSE JETS 9⚡ 350★

TIER 4

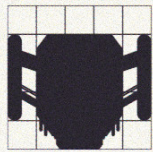
► Roll three d6 **Action Dice** every turn.
You have 2 extra **Action Dice** while your starship is at 20 Hull.



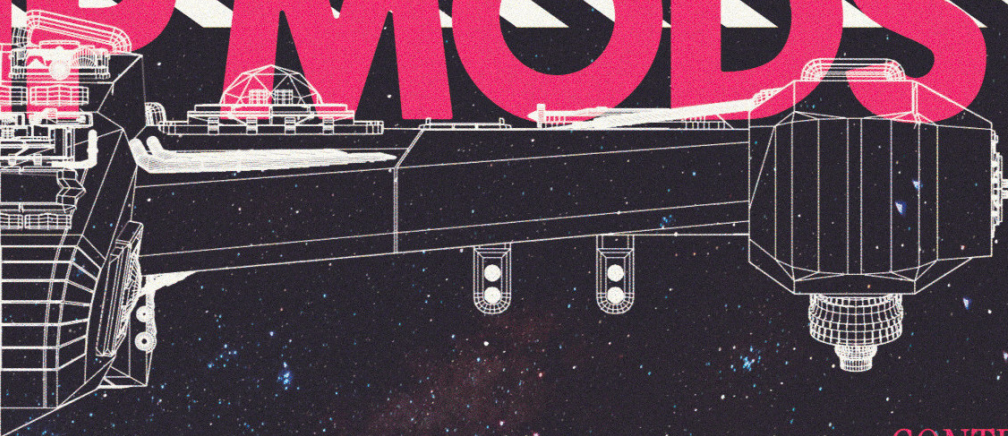
PARTICLE REACTOR 9⚡ 350★

TIER 4

► Roll four d6 **Action Dice** every turn.



SHIP MODS



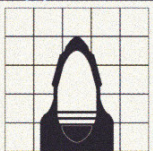
CONTROL

AURORA COCKPIT

3★ 70★

TIME
1

SKILL ▶ If your ship is in **critical condition**, enemy attacks deal -2 damage to your ship.



VECTOR COCKPIT

3★ 70★

TIME
1

SKILL ▶ Start space combat with 1 Shield.

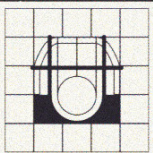


ORION COMMAND

5★ 125★

TIME
2

SKILL ▶ Restore 1 Hull every time you gain a new Shield.

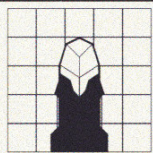


STARDAGGER DECK

5★ 125★

TIME
2

SKILL ▶ Your attacks deal +2 extra damage to ships in **critical condition**.

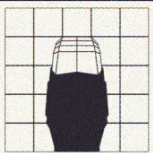


APOLLO COCKPIT

7★ 200★

TIME
3

SKILL ▶ Gain 2 Shields the first time you enter **critical condition** during space combat.

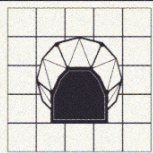


ECLIPSE BRIDGE

7★ 200★

TIME
3

SKILL ▶ Your ship has an extra Action Die while in **critical condition**.



FREIGHTER COMMAND

9★ 350★

TIME
4

SKILL ▶ Start space combat with 2 Shields if you are not first in the turn order.

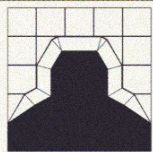


DELTA CARGO BRIDGE

9★ 350★

TIME
4

SKILL ▶ The first time your ship would be destroyed during combat, set your Hull to 10 and gain 1 Shield instead.



STARSHIP



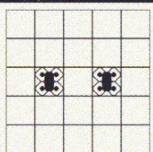
SYSTEMS

REPAIR DRONES

3★ 70★

TIER 1

2-4 ▶ Restore 4 Hull.

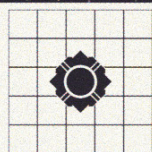


SHIELD GENERATOR

3★ 70★

TIER 1

4-6 ▶ Gain 1 Shield.

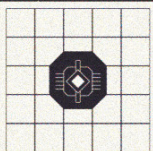


BREACH SYSTEM

5★ 125★

TIER 2

1-2 ▶ All enemy ships have -1 Action during their next turn.

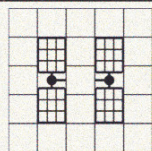


SOLAR PANELS

5★ 125★

TIER 2

1-2 ▶ Gain an extra d6 Action Die next turn.



TRACKING RADAR

7★ 200★

TIER 3

2-4 ▶ Your next attack this turn deals **double** damage.
Can only be used **once** per turn.

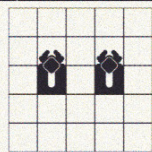


DISRUPTOR BEAMS

7★ 200★

TIER 3

6 ▶ Destroy all enemy Shields.



QUANTUM SYSTEM

9★ 350★

TIER 4

6 ▶ You can **teleport** one PC inside an enemy ship.

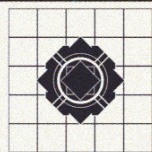


AEGIS GENERATOR

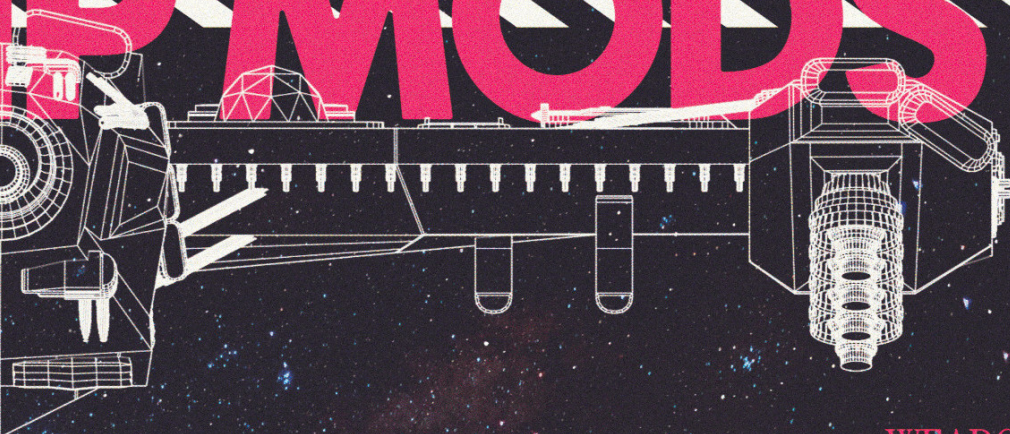
9★ 350★

TIER 4

5-6 ▶ Gain 3 Shields. [3+]
Can only be used **once** per turn.



MODS

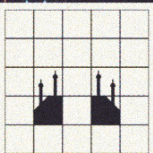


WEAPONS

SPARK MULTILASERS 3☆ 70☆

TIME 1

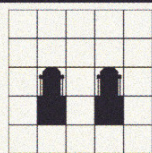
3-5 ▶ Deal 3 damage, ignoring Shields.



O.G.R.E. MISSILES 3☆ 70☆

TIME 1

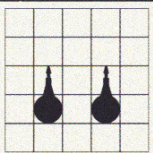
5-6 ▶ Deal 6 damage.



AUTO-TURRETS 5☆ 125☆

TIME 2

1-2 ▶ Deal 2 damage to all enemy ships.

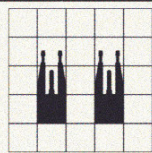


PARTICLE CANNONS 5☆ 125☆

TIME 2

3-5 ▶ Deal 3 damage.

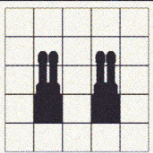
The next time you attack with this weapon, it deals +1 extra damage [this bonus stacks].



BERSERK TURRETS 7☆ 200☆

TIME 3

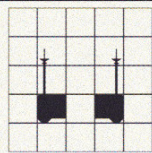
X ▶ Deal X damage to all enemy ships.
Can only be used once per turn.



GLAIVE LASERS 7☆ 200☆

TIME 3

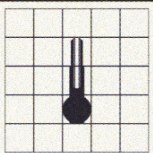
X ▶ Deal X damage, ignoring Shields.
Can only be used once per turn.



GRAVITY RAILGUN 9☆ 350☆

TIME 4

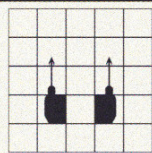
6 ▶ Deal 3 damage, and an additional +3 extra damage for each of your active Shields.
Can only be used once per turn.



HARPOON MISSILES 9☆ 350☆

TIME 4

5-6 ▶ Deal 10 damage.
Can only be used once per turn.



HEADQUARTERS

The **Headquarters** is where the leadership of the station operates from.

Roll a d10 when entering a new Settlement to find out what **faction** is in control. If the result is a faction that already has a Settlement in this system, roll again until all 5 factions have a Settlement under their control.

You won't be allowed to enter a Settlement if you have negative Favor with the ruling faction.

Roll d10

Corsoir	1-2
W.A.R.G.	3-4
Medusa	5-6
ISF	7-8
Synth Arch	9-10

► PAYING OFF YOUR BOUNTY

If you have negative Favor with the ruling faction, you may pay **75*** per negative point you wish to remove:

A REFUGE AMONG THE STARS

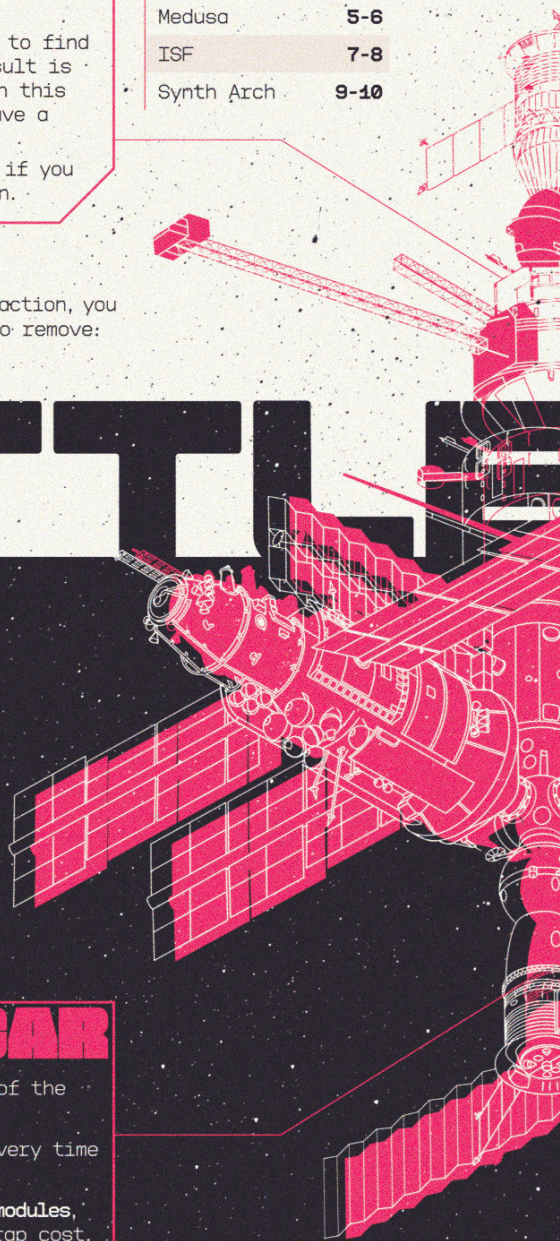
After the apocalypse, life on planets became unsustainable and dangerous. Space stations, known as **Settlements**, became the home of most of humanity.

Quickly, tensions and conflicts of interest created opposing groups, ready to fight for control. Factions with different ideals and goals spread throughout space.

THE HANGAR

The starship docking ports at the bottom of the Settlement are known as **The Hangar**.

- ◆ Your Starship's **Hull** is **fully restored** every time you enter a Settlement.
- ◆ You can buy **pre-built ships** [p.149], **ship modules**, or sell your modules for half of their Scrap cost.
- ◆ You can also **refuel** your ship, paying **3*** per unit of Fuel you want to restore.



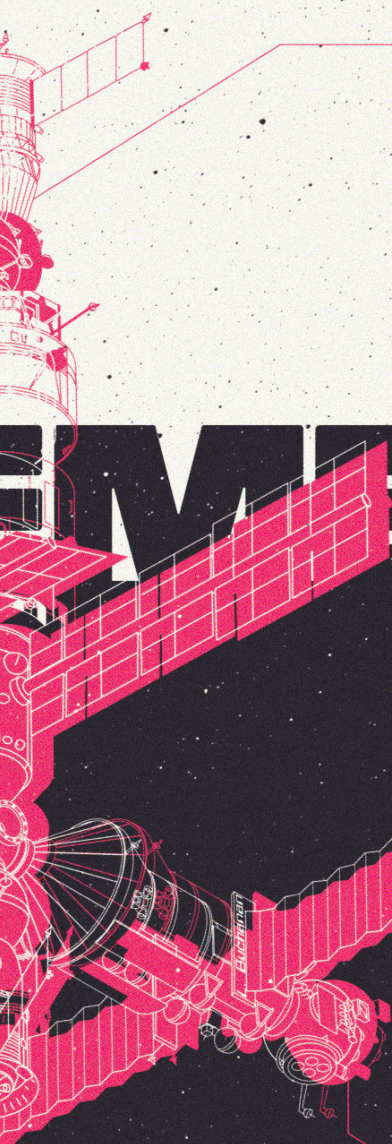
WIREDOC

Wiredocs are surgeons specialized in cybertech. Every Settlement is equipped with a Wiredoc module, where you can heal your wounds and fix your cybertech after adventuring.

- ◆ Your **Health is fully restored** every time you enter a Settlement.
- ◆ You can also install new **cybertech** you have acquired, purchase new implants, or sell your cybertech for half of its original cost.

► SETTLEMENT ACTIVITIES

There are different activities you can do while spending time at the Settlement [p.59].



TRADE POST

Items	[p. 47]
Weapons	[p. 33]
Cybertech	[p. 44]
⚔ Weapon Mods	[p. 36]
🛡 Armor Sets	[p. 49]
🚁 Drones	[p. 41]
💀 Narcobiotics	[p. 50]
🔧 Hacks	[p. 39]

TRADING HUB

The **Trading Hub** is a market where merchants and spacefarers can trade cargo in exchange for Serum.

Here you can **sell** your items and equipment for half of their marked cost [rounding up]. You can also **purchase** items from the Trade Post table above.

Some items are **exclusive** to Settlements run by a specific **faction**. These items can only be **bought** and **sold** at the respective faction's Settlements.

TEST FLIGHT

Once per cycle, you may spend 3 $\frac{1}{2}$ to choose one of the following training exercises to perform:

Speed Race ▶ Fly through a holographic circuit.

◆ **ROLL GRACE** If you succeed, your ship moves first for the next 2 battles.

Combat Drill ▶ Test your space combat skills.

◆ **ROLL VIGOR** If you succeed, you have +1 **Action Die** per turn during your next space battle.

CYBERSPHERE

Once per cycle, you may spend 5 $\frac{1}{2}$ to log into a sector of the **Cybersphere** through the Settlement's terminal link.

▶ The local network is represented by a circuit of 10 diamond tiles. Choose an **Access Port** as your starting point and begin moving through the map one tile at a time. Your goal is to reach the **Matrix Nodes** [modules of valuable data], retrieve their rewards, and escape through a different **Access Port** before time runs out. You only have 12 moves to do so before your memory is erased.

◆ **Matrix Nodes** - Roll d66 on the Matrix Node rewards table on page 62.

◆ **Normal Tiles** - Roll d66 on the Cybersphere Encounters table on page 61.

◆ **Access Ports** - Log in and out of the network circuit. You can't exit through the same port you entered from.



SCRAPYARD

A large orbiting sanctuary of broken technology, home to scavengers and artificers.

▶ You may **craft** any Weapon, Mod, Armor, DRONE, or Grenade by spending **Scraps** equal to its marked Serum cost. Crafting an item for the first time provides 1 EXP.

▶ You acquire **Scraps** by dismantling items from the aforementioned categories, gaining Scraps equal to half of the item's Serum cost [rounding up].

COMBAT SIM

Enter a virtual reality **combat simulation** to train your aim and reflexes.

▶ Once per cycle, you may simulate a fight with an enemy of your choice. If you win, you **gain EXP** based on their difficulty and +2 **VIG** next time you fight that enemy. You don't gain loot, and items you use during the fight are not consumed. You can't die in the simulation. Reset HP & Energy to their previous values after the fight.

HOME PODS

The vast majority of the Settlement's citizens live in the **Home Pods**, clusters of hundreds of individual housing compartments.

▶ Meet the characters that inhabit the Settlement by using the **NPC Generator** tables [p. 127].

▶ You may also choose to hire **Crewmembers** [p. 19] for your starship at the local shipyard saloon by paying their fees.

ACTIVITIES

SIDE QUESTS

Sidequests are short missions that help your character build reputation with the faction currently in control of the Settlement, gaining their trust by carrying out simple tasks. Completing a sidequest will grant you **+1 Favor** with that faction.

When visiting a Settlement, you may choose to gain a sidequest if you have between **0 and 3 Favor** with the ruling faction and no previous uncompleted sidequests.

WARG

- 1 Defeat an ISF **A-1 Voyager** approaching the Settlement, 1 tile north. [-1☹]
- 2 Recapture a WARG outpost 2 tiles south, recently taken by an **Android Synth**. [-1☹]
- 3 Travel to the nearest satellite and ambush a patrol of 2 **ISF Soldiers**. [-1☹]
- 4 Provide combat support by defeating a **Mercenary** on the nearest planet. [-1☹]
- 5 Craft 5 **Frag Grenades** at the **Scrapyard**. You can keep them after the sidequest.
- 6 Train your combat abilities by defeating an **ISF Sentinel** in the Combat Sim.

WARG

ISF

- 1 Gain a **Terraform Seed** and plant it on the nearest planet.
- 2 Defeat 2 **Rebel Fighters** hiding on the nearest satellite. [-1☹]
- 3 Deliver a cargo container to an ISF Checkpoint, 3 tiles southeast.
- 4 Help repair the Settlement's broken water chip by providing **100 Scraps**.
- 5 Complete a successful **Speed Race** at the Settlement's Test Flight facility.
- 6 Defeat 2 **Smuggler Speeders**, 1 tile north and 1 tile south, respectively. [-1☹]

ISF

MEDUSA

- 1 Steal a **NIGHTMRE Key** from an ISF **Beluga Transporter**, 2 tiles northeast. [-1☹]
- 2 Destroy a net jammer located 4 tiles southeast, protected by an **Automaton Bot**.
- 3 Defeat 2 **Android Synths** who have destroyed an antenna, 1 tile southwest. [-1☹]
- 4 Log in, reach a **Matrix Node**, and log off the **Cybersphere** in 5 moves or less.
- 5 Successfully reach 2 **Matrix Nodes** in the same run while surfing the **Cybersphere**.
- 6 Defeat any 2 enemies while inside the **Cybersphere**.

MEDUSA

CORSAIR

- 1 Steal a **Tesseract** guarded by a **Cyborg** on the nearest satellite.
- 2 Gain a random **melee mod** by defeating a WARG **Vector-7 Mantis**, 1 tile south. [-1☹]
- 3 Attack an ISF **Beluga Transporter** 2 tiles north and steal **60%** from it. [-1☹]
- 4 Gain a **Contraband Package** and smuggle it into another faction's Settlement.
- 5 Travel to a **Pirate Hideout** at the nearest unexplored Outer Ring tile.
- 6 Complete a successful **Combat Drill** at the Settlement's Test Flight facility.

CORSAIR

SYNTH

- 1 Retrieve a **Tesseract** from a Helios Farm and offer it to the Settlement's prophet.
- 2 Destroy a spy drone 1 tile north, defended by a Medusa **Orion Moth**. [-1☹]
- 3 Defeat 2 **Looters** that have raided a synth factory on the nearest planet. [-1☹]
- 4 Gain **60 Scraps** by dismantling items and equipment, and offer them to the Arch.
- 5 Craft a **DRONE** of any type at the **Scrapyard**. You can keep it after the sidequest.
- 6 Gain **3 EXP** by crafting 3 items at the **Scrapyard** for the first time.

SYNTH

NETWORK MAP // Before entering the cybersphere, roll a d6 to determine the network's layout.

CYBERS



YUG0407K00K13YAH5H3TZUQPI6A0UBH508NH1LYKSJVTKHU45441861KPYA7HQ351VX5JH8FQ7HUGHNH3DQD0600ZHEZLHZ863FFUDARQ0861Q81K8Z\$1HEM8BNND0007

EXPLORATION // Move through the network map one tile at a time. You can only move to diagonally adjacent tiles. When you enter an unexplored **Normal Tile**, roll for a **Cybersphere Encounter** and draw the outcome.

MEMO

NYKUBEN3MHZJONFHZL2NG68ILQV58BY6GVOMEERQ1B6CL3KUV34H5EAIH5584UT6HAD01198ULNAFIE0AK6U91UY6880H1EVS10AT003J20FU2M20K026HH7PQZHQ3K0ITKK55H0

666 CYBERSPHERE ENCOUNTERS

You are blinded by a flurry of pop-up ads {CLOCK +1} **41**

Frames from an Old World movie flash above you **42**

The glitched consciousness of a **Drone Operator** **43**

◆ **ROLL MIND Failure** ▶ Malware infects you {CLOCK +1} **44**

The website of a mass consumption online marketplace **45**

Security **Automaton Bot**, who thinks you are a virus **46**

Information gate, CLOCK +1 if your MIN is lower than 2 **47**

Old World political forum for conspiracy theories **48**

2 **NetHackers**, trying to steal password data **23**

Never-ending Terms & Conditions document {CLOCK +1} **24**

Dark web drug store ▶ You may buy any **narcobiotic** **25**

Android Synth, searching for derelict robot software **26**

◆ **ROLL TECH Failure** ▶ Your system glitches [-4+] **31**

Hacked **CryptoSerum** broker ▶ Gain **d100*** **32**

3 **Scientists**, conducting an illegal experiment **33**

Fairy Song Online server, your username is taken **34**

Fashion marketplace ▶ You may buy any **armor set** **35**

NetHacker and 2 **Drone Operators**, blocking your path **36**

WARG comes with the coordinates of their next attack **41**

69 66 20 75 72 20 72 65 61 64 69 6E 20 74 68 69 73 20 75 72 20 67 61 79 **42**

Android Titan, protecting the network from outsiders **43**

◆ **ROLL VIGOR Failure** ▶ You are electrocuted [-4HP] **44**

Illegal weapon trader ▶ You may buy any **weapon mod** **45**

Medusa **Cyber-Terrorist**, uploading a virus [-1+] **46**

You see a hologram clip of your future death **51**

Security codes of an underwater prison facility **52**

2 **ISF Sentinels**, protecting company data [-1+] **53**

Massive wire worm bot triggers your entomophobia **54**

Coordinates of a **Medusa Settlement**, 3 tiles north **55**

Cyber-Terrorist and **NetHacker**, with +15 HP each **56**

◆ **ROLL GRACE Failure** ▶ NetPolice detects you {CLOCK +1} **61**

Album of an underground breakpunk band {CLOCK -1} **62**

Synth Apostle, spreading Arch sympathy online [-1] **63**

Ghost server outside of NetPolice reach {CLOCK -1} **64**

Lost copy of the Old World's greatest roleplaying game **65**

Rogue **Medusa MasterHacker**, leaking Sector data [+1+] **66**

SPHERE

DEFEAT // If you are defeated during combat, you don't die. You are logged out of the network and lose 10* instead.



B5HT62UPAIHU066U6EJH85LG03TR6YLZL6ZHT623HTP3AW060IF1NUHVGZ551Y60KK3AYLQAS63T6YL87SEIPT99062HY3PIAF1D7B02H0K0Z6HH7PQZHQ0I7KK66H0V



MEMORY CLOCK // You only have **12 moves** to explore the network. Mark 1 cell on the Memory Clock counter every time you move to a new tile or when an event indicates it {CLOCK+1}. When the limit is reached, you suffer an **Abyssal Scar**.

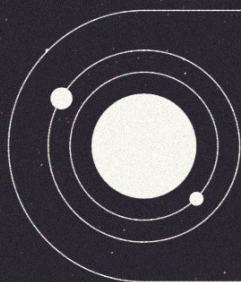
0VANCUP130B1J67KHP63U0CT062601U364JHKNFK8Q0SAR28VAVQJ43BEVYFNQJHUB8DUQ46XGFIQ6HTK6F04AS03NH1YK5UJT4KU45441561KPYR7HRS051YH9JHHS9Q7HU0H

MATRIX NODES

066

- 11 HACK_Javelin - or - HACK_Trojan
- 12 Gain +2 MIN for the next 5 cycles
- 13 1 Data Shard - or - 2 Energy Cells
- 14 HACK_EMBER - or - HACK_Blackout
- 15 X Energy Cells, where X is your TEC stat
- 16 Gain +2 TEC for the next 5 cycles
- 21 HACK_Shadow - or - HACK_Counterspell
- 22 Digital Serum vault, containing 50* {CLOCK+1}
- 23 2 Flash Rounds - or - 2 EMP Grenades
- 24 HACK_Volt - or - HACK_Kraken
- 25 2 EMP Grenades - or - 2 Taser Shells
- 26 Memory chip containing 10 EXP {CLOCK+1}
- 31 HACK_Ignite - or - HACK_Hydra
- 32 3 PowerGen - or - 3 ShieldStim
- 33 X Data Shards, where X is your MIN stat {CLOCK+1}
- 34 HACK_Mindsteal {CLOCK+4}
- 35 Digital Serum vault, containing 75* {CLOCK+2}
- 36 2 Energy Cells - or - 3 AntiVirus
- 41 DRONE_Spider {CLOCK+1}
- 42 HACK_Parasite {CLOCK+4}
- 43 2 NetLinks {CLOCK+3}
- 44 Memory chip containing 20 EXP {CLOCK+2}
- 45 DRONE_Greyhound {CLOCK+1}
- 46 HACK_Supernova {CLOCK+4}
- 51 3 NGHTMR Keys {CLOCK+2}
- 52 Digital Serum vault, containing 100* {CLOCK+3}
- 53 DRONE_Ladybug {CLOCK+2}
- 54 HACK_Ragnarok {CLOCK+4}
- 55 2 NGHTMR Keys - or - 3 NetLinks {CLOCK+2}
- 56 Memory chip containing 30 EXP {CLOCK+3}
- 61 Broken Tesseract, can be repaired with 100*
- 62 HACK_Aegis {CLOCK+4}
- 63 Counterfeit Trading License {CLOCK+2}
- 64 Purple-colored Tesseract, it emits a prismatic glow
- 65 DRONE_Öwö {CLOCK+4}
- 66 HACK_Archangel {CLOCK+4}

THE OUTER RING

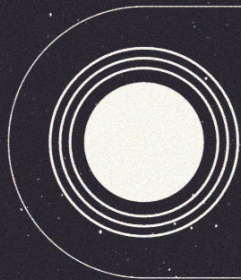


TWO MOONS

Medium-sized planet with two satellites orbiting around its gravitational core.

1-2

PLANET SHAPE

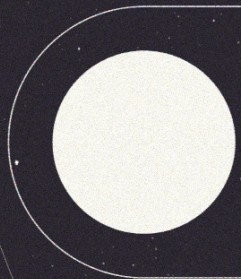


RINGED PLANET

Large planet that features a series of asteroid or ice rings orbiting around it.

3-4

PLANET SHAPE



GIANT PLANET

These planets are of unusually large size and mass, and lack satellites of any kind.

5-6

PLANET SHAPE

ENCOUNTERS *d6*

1

SETTLEMENT

► [p. 57]

2

OUTER RING EVENT

► [p. 64]

3

HOSTILE ENCOUNTER

► [p. 69]

4

NEUTRAL ENCOUNTER

► [p. 71]

5

PLANET

► [p. 73]

6

FACTION ENCOUNTER

► [p. 92]

ODD PIRATE HIDEOUT

- 1 As you enter the area of a **space pirate base**, your ship starts getting followed by an **Epsilon Interceptor**. Slowly, the pirate ship closes in on your starship until it finally stops you. 'Surrender your cargo or be annihilated' - the pilot shouts through comms.
Surrender ▶ Give them 3 items from your inventory or **100%**.
Attack the Space Pirate ▶ Gain 2 **Contraband Packages** from the remains of the ship.
- 2 Your ship is stopped by a pirate **Starpredator**. They ask you to identify yourself.
Buy your freedom ▶ They will let you walk away for **120%**.
Confront the Space Pirate ▶ Attack the Starpredator. Gain 3 **Contraband Packages** if you win.
+2 ▶ They hand you 1 **Contraband Package** and task you with delivering it to another Pirate Hideout. If you do, gain **+1** **Favor** and a random melee **weapon mod**.
- 3 Your radar catches the signal of a small spaceship in the distance. You fly toward its position. The ship is a **Smuggler Speeder**, making its way back to a **Pirate Hideout** after looting and pillaging several traders and cargo ships.
Attack the ship ▶ Take their stolen cargo: **40 Scraps**, a random **ranged weapon**, and a **Contraband Package**. You can take the items back to an ISF Settlement for **+1** **Favor**.
- 4 A **laser shot** narrowly misses your ship while you fly through the dangerous sectors of the Outer Ring. You switch your ship's controls to manual mode and turn around. A pirate crew, aboard a **Snowstorm Delta** spaceship, has detected your presence and is attacking you from afar.
Confront the ship ▶ You find **50 Scraps** inside the destroyed enemy starship.
Flee the encounter ▶ Move your ship to an adjacent Middle Ring hex and escape. Lose **3 Fuel**.
- 5 A group of rookie pirate recruits perform piloting exercises in the vicinity of a **Pirate Hideout** located on a large asteroid. When they see your ship pop up on their radar, one of the veteran pilots boards her **Vector-7 Mantis** and flies toward your position.
Escape through an asteroid field ▶ You avoid confronting the pirate ship, but lose **3 Fuel**.
Fight the ship ▶ Gain 2 **Frag Grenades** from the destroyed enemy ship.
- 6 An Old World **pirate military base** orbits the Outer Ring. You can see several starships parked in its hangar. Most of them are damaged, with laser burns or bullet holes in their hull. As you are about to leave, you find one last ship: a first-gen **A-1 Voyager** in perfect condition.
 ▶ You can either replace your current ship with the A-1 Voyager, or take any of its modules and add them to your spaceship.

EVEN ASTEROID SEA

- 1 A sudden change in the gravitational field has caused a **group of asteroids** to orbit the system's star at an ever-increasing speed. The asteroids, made up of sharp ice and rocks, are quickly approaching your spaceship. Mere seconds away from a direct collision with one of the asteroids, you try to maneuver your way out of the incoming threat.
ROLL GRACE Success ▶ You dodge all of the asteroids. **+1** **Favor**. **Failure** ▶ Lose **5 Hull**.
- 2 Your radar detects an incoming **asteroid field**, but as the dense cluster comes closer toward your position, you realize it's not made up of rocks or ice formations; but of human-made debris. The destruction of a large space station has created tonnes of cosmic waste, composed of sharp metal panels, heavy steel beams, and other dangerous materials. ▶ Among the waste, you scavenge some valuables: **60 Scraps**, an **EMP Grenade**, and a **Taser Shell**.
- 3 You find a WARG cell, hiding in a **secret base** in the asteroid field. A rebel **Duskwing** ship confronts you. They can't let you walk away after finding their location.
Fight the rebel ship ▶ You find a random **ranged weapon mod** among their remains.
+1 ▶ Explain that you are an ally. They let you go and reveal the location of a **WARG Settlement**, 2 tiles southeast.
- 4 You come across a group of Corsair Syndicate outlaws racing their ships through an asteroid circuit. ▶ You may buy **Zero-G Liquor** and **Stardust Soda** at the bar.
Starship Race ▶ Roll your **Action Dice** (you may use any **Engines** abilities) and add the results. Compare the total to the leaderboard scores. If you beat any, you get the indicated reward.
15 points [random **MASTER HACK**] **12 points** [random **weapon mod**] **9 points** [random **narcobiotic**]
- 5 You enter a dense **asteroid belt**. The large amount of asteroids saturates your radar, clouding your vision. You manage to surpass the asteroid formation and reach a **Synth Arch space station** at its center. You discover that the asteroid field is artificial, created by a powerful hologram generator, operated by a crew of 3 **Android Synths**.
+3 ▶ They task you with taking a **Tesseract** to a **Synth Arch Settlement**, 3 tiles northwest.
- 6 A series of interconnected asteroid fields form a massive **asteroid ocean**. The high number of small and medium-sized rocks makes visibility difficult and renders radar systems completely useless. As a result, many outlaws and smugglers hide their ill-gotten goods in this quadrant. ▶ After hours of travel, you find a hidden stash with drugs. A small cache containing **narcobiotics**: 3 **Testogre Hormones** and 2 **Tricillin Tablets**.

THE MIDDLE RING

ONE MOON

Medium-sized planet that has a single observable satellite in orbit.

1-2

PLANET SHAPE

TWO MOONS

Small-sized planet with two satellites orbiting around its gravitational core.

3-4

PLANET SHAPE

MEDIUM PLANET

Medium planet with no satellites, commonly found in the Circumstellar Habitable Zone.

5-6

PLANET SHAPE

ENCOUNTERS *d6*

1

SETTLEMENT

► [p. 57]

2

MIDDLE RING EVENT

► [p. 66]

3

HOSTILE ENCOUNTER

► [p. 69]

4

NEUTRAL ENCOUNTER

► [p. 71]

5

PLANET

► [p. 73]

6

FACTION ENCOUNTER

► [p. 92]

ODD STAR CRUISER

- 1 A colossal weeping willow grows in the greenhouse sector of an **ISF terraformer starship**. You find a box of gene-altered **Terraforming Seeds** in the room. A computer terminal reveals that they were supposed to be replanted on a nearby Gaion planet to restore its natural life. The planet is located 1 tile south, according to your ship's navigation map.
Finish the mission ▶ Go to the desert planet and plant the Terraforming Seeds. [+1👉Favor]
- 2 The chassis of a **Shell-4 Transporter** has been converted into a **luxury staryacht**. The crew of the opulent ship contacts you over comms: 'There's been an accident with our firework system during a recent concert and now the roof of our event hall is on fire. We are in dire need of **BurnPatches**. We will pay handsomely for any you are willing to give us.'
▶ You can help by providing up to 5 **BurnPatches**. They will pay **50%** for each of them.
- 3 You enter a rotating **colony ship**. About 80 people are kept in a state of endless sleep within the **advanced cryo-pods**. The ship's power converter has stopped working, with only enough energy and fuel remaining to keep the cryo-pods functional for 7 more months.
Wake them up ▶ Warn them of the situation, so they can change course before fuel runs out.
Leave them be ▶ So they can complete their course. Lose 7 **Fuel** refilling their deposits. [-2👉]
- 4 You dock your starship on an **abandoned cyber-laboratory ship**. Suddenly, you are surprised by the sound of a human voice while you move through the darkness. You point your flashlight toward the voice and discover a single survivor. She explains that the ship was targeted by a pirate ambush. She managed to survive the raid by hiding inside a locked container.
▶ She asks you to take her to a **Settlement**. If you do, she gives you a random **HACK**. [+1👉Favor]
- 5 Your radar system picks up a high-mass signal: a **Torrasque Titan** starship completely silent, with all its systems turned off, yet moving slowly through space - a **ghost ship**.
Bargain with the outlaws ▶ They will let you walk away for **100%**.
Fight the enemies ▶ After defeating them, you find 1 **Contraband Package** inside the ship.
- 6 An **Edgecharger W** ship approaches your position. They offer you to dock and trade with them. Once inside, you are surprised by its pristine condition. You are greeted by the ship's overseer, who explains that they are a **generation ship** that started its journey over 125 years ago. They have been following a strict set of rules that has allowed them to outlast the fall of civilization. ▶ You may buy any **items** or **Armor Sets** from them.

EVEN RESEARCH OUTPOST

- 1 As your starship advances through a small set of asteroids, you perceive an unusual radar signal. A stationary **Beluga Transporter** has become an **improvised military outpost** for a **WARG** cell, who uses the ship to fabricate high-grade explosives.
Provide support ▶ Aid them in their efforts. They reward you with a **Pulse Rifle**. [+1👉Favor]
Infiltrate the ship ▶ Sabotage the explosive reserves. Gain 5 **Frag grenades**. [-2👉Favor]
- 2 Your starship is stopped by an **Edgecharger W**: 'This is an ISF checkpoint. Open your ship's hatch for a security inspection.' Two **ISF Soldiers** enter your ship and start scanning.
Everything is in order ▶ If you are in possession of illegal cargo, you may continue.
Reveal the cargo ▶ All **Contraband Packages** and **narcobiotics** are taken from you. [-1👉Favor]
Bribe the soldiers ▶ With **100%**. - Defect the soldiers ▶ And escape the control. [-2👉]
- 3 Three research stations orbit a **terraformed dwarf planet**. Only one **Scientist** remains from the original research group, tasked with observing the mutation of alien life on the surface. Stressed and anxious, he asks for your help. One of the alien specimens has broken out of its containment unit within the third station.
Help the scientist ▶ Fight the **Deepworm**. The scientist gives you a random **HACK** as a reward.
- 4 Synth Arch banners hang on the walls of a **small space station**. Inside, you are greeted by a **Synth Apostle**. Half of his porcelain face is broken, exposing the circuitry below. He guides you to a medical room, where an unconscious **Cyborg** lies on a surgical bed. 'Not long until their body reaches perfection' - the apostle whispers. 'Do you also crave the prophet's light?'
Yes ▶ Gain a random **cybertech** implant. [+1👉Favor] **No** ▶ The synth attacks you. [-1👉Favor]
- 5 A group of three **NetHackers** work tirelessly to crack the code of an old computer terminal located in an abandoned **computational research station**. The station guards the keys to **NIGHTMR**, one of the most powerful digital viruses ever developed.
Help them crack the code ▶ 🎲 **ROLL MIND** If you succeed, gain 1 **NIGHTMR Key**. [+1👉Favor]
Fight them ▶ Destroy the station. The virus threat is too great. [-1👉Favor]
- 6 A **fortified concrete building** stands out from the side of an asteroid. You find an old dossier named 'ATLAS PROJECT' inside, with detailed plans for the creation of **cyborg super-soldiers**. You log in to a computer terminal connected to a robotic surgery unit, capable of installing **cybertech** on your system. You may power the unit by spending **10 Energy**. If you do, choose one of the following implants to install: ▶ **Titanium Bones** ▶ **Forceblast Hand** ▶ **Trigger Fingers**

THE INNER RING

SMALL PLANET

Small-sized planet with no orbiting moons, commonly found near the system's star.

1-2

PLANET SHAPE

ONE MOON

Medium-sized planet that has a single observable satellite in orbit.

3-4

PLANET SHAPE

VOID PLANET

Whether the result of a supernatural event or a human experiment, its surface is partly corrupted by void.

5-6

PLANET SHAPE

ENCOUNTERS *d6*

1

SETTLEMENT

► [p. 57]

2

INNER RING EVENT

► [p. 68]

3

HOSTILE ENCOUNTER

► [p. 69]

4

NEUTRAL ENCOUNTER

► [p. 71]

5

PLANET

► [p. 73]

6

FACTION ENCOUNTER

► [p. 92]

ODD SOLAR FLARE

- 1 As you approach the area, your **temperature** indicators start peaking. Metal panels on the exterior of your ship change color and shine with an orange and yellow tint. Your starship won't be able to sustain this for much longer.
◆ ROLL VIGOR Success ▶ You are able to remain conscious in the extreme heat and escape. [+1⚡]
Failure ▶ Your ship is heavily damaged by the solar flare. Lose 6 Hull.
- 2 Fire columns erupt from the star's surface. The large solar flares bend and twist as they reach out into space, like possessed by a wild instinct to escape the embrace of the star. You try to react and reach the controls, as one of the columns approaches your ship.
◆ ROLL GRACE Success ▶ You perform a dangerous maneuver and evade the flame. [+1⚡]
Failure ▶ You react too late and the column hits your vessel. Lose 3 Fuel and 4 Hull.
- 3 Your journey into the perimeter of the star is suddenly compromised, as one of your ship compartments **catches fire**. You must act quickly. To put out the fire, you must open the airlock in the affected room, so all the oxygen is sucked out and the fire is extinguished.
◆ ROLL TECH Success ▶ You lock the door and trigger the evacuation airlock. [+1⚡]
Failure ▶ You can't activate the circuit and must put off the fire yourself. Lose 6 Health.
- 4 A green light starts to flicker on your control panel. 'RADIATION LEVELS RISING' - you see the message pop up on your navigation screen. A **wave of solar radiation** has just hit your spaceship. You try to start the safety protocol manually using your computer terminal.
◆ ROLL MIND Success ▶ You are able to run the anti-radiation system. [+1⚡]
Failure ▶ You can't run the code fast enough to avoid damage. Lose 5 Health and 4 Hull.
- 5 An **explosion on the solar surface** creates a massive flare that approaches your starship at incredible speed. A gargantuan wall of fire is seconds away from making direct contact with your spaceship. With barely any time to react, you must make a difficult choice:
Take the hit ▶ To save fuel, so you can travel somewhere safe to repair. Lose 8 Hull.
Spend the fuel reserves ▶ Overcharge your thrusters and escape. Lose 5 Fuel.
- 6 You receive a **distress signal** from a nearby ship. A **Twinrotor Hauler** cargo ship was hit by a solar flare on their route to deliver narcotics to a Settlement, 3 tiles northeast.
Repair their ship ▶ Using 50 Scraps. They reward you with 100%.
Transport the crew to the Settlement ▶ They let you take some of their cargo as compensation. Gain 2 Vesterone Stimulants and a Supranova Physic.

EVEN HELIOS FARM

- 1 A swarm of interconnected rhomboid solar panels form a vast **star-shaped helios farm**. On its edge, several starships wait in line to refill their power supply. You are approached by a **Corisair Syndicate** vessel, who offers smuggled Fuel for your ship now, but for a cost.
Wait in line to resupply ▶ Restore your Fuel to 20, but lose 5 Energy after waiting so long.
Pay for the illegal fuel ▶ Pay 4* per unit of Fuel you want to restore.
- 2 You prepare to cross what you think is a dense asteroid sea. As you get closer to it, you realize that they are not asteroids, but hundreds of **spherical energy receptors**, turning solar radiation into power. Some of the spheres show signs of damage and tear, after going years without being repaired.
▶ Restore d10 Energy by connecting your system to the power output of one of the spheres.
- 3 A giant **ring-shaped structure** slowly orbits the star. Metal beams, wires, and aluminium panels protrude from its edges. A small control room located in its outside layer contains records of its construction: the structure was meant to be part of a **Dyson sphere**, built around the system's star. Unfinished and broken, the structure now orbits aimlessly around its power source. ▶ Restore 8 Energy and 6 Fuel, taken from the facility's power reserve.
- 4 The light of a **large neon sign** catches your attention - 'RED SOL STATION'. It seems to be the name of a **fuel station** located nearby. All sorts of spaceships are docked to the structure. Pilots drink and have fun in the bar while their ships refuel outside.
Refuel your ship ▶ Pay 3* per unit of Fuel you want to restore.
Enter the bar ▶ You may buy Zero-G Liquor, Stardust™ Soda, and narcotics from the bartender.
- 5 You cross paths with a Medusa **Stingray Frontier**, carrying a large supply of Fuel to a nearby Settlement, 1 tile southwest. You receive a message from the ship's pilot, saying that they are being surrounded by 3 **Vector Ace Fighters** that are trying to steal their cargo.
Fight the rebel ambush ▶ The cargo ship refuels you back to 20 Fuel. [+1* Favor]
Join the attack ▶ Fight the Medusa ship. Gain 7 Fuel and a random melee weapon. [+1* Favor]
- 6 You dock your spaceship at a **crescent-shaped solar farm**. After waiting for your Energy and Fuel to be replenished, you realize that there is something wrong with the farm's system. Damage from a space pirate raid has rendered the computer terminal unusable.
◆ ROLL TECH Success ▶ You replace the fuel terminal's motherboard. Restore 10 Fuel.
◆ ROLL MIND Success ▶ You patch its OS and re-enable the energy output. Restore 10 Energy.

HOSTILE

► Roll a d6

If the result is 1, you don't encounter anything this time. Leave the tile blank and make an Exploration Roll again next time you cross it.

ENCOUNTERS

02 OUTLAWS & LOOTERS

- 1 You come across a **Smuggler Speeder** flying at extremely high speed, trying to evade radar detection. The ship slows down and turns toward you. They can't let anyone who identifies their starship get out alive. Gain 1 **Contraband Package** after defeating them.
- 2 A **Beluga Transporter** moves slowly through space, carrying tonnes of cargo containers. You try to contact the ship, but their comms are off. Upon closer inspection, you realize the ship doesn't have any identification. It's a contraband cargo ship.
- 3 You are alerted by the loud engines of a **Twinrotor Hauler**. The ship seems to be carrying more cargo than its capacity allows for. Laser cuts on its hatch confirm that it's a stolen ship, most likely taken by looters after raiding a Settlement.
- 4 A small **Orion Moth** starship confronts you. They activate their weapon systems while contacting you through comms. The ship's crew seems to have mistaken you for an ISF Trade Patrol spaceship. You try to explain the situation, but it's too late.
- 5 You unknowingly cross through a common space route for stealth cargo transports. After a few minutes, you are approached by a **Shell-4 Transporter**. Their pilot quickly realizes that you are not one of them and starts combat procedures against your spaceship.
- 6 A giant **Edgecharger W** mothership warps a few hundred kilometers from your position. The starship seems to be carrying out a secret construction operation for a new contraband trade hub. The ship's radar systems quickly pick up your signal and the vessel attacks you.

03 SPACE PIRATES

- 1 The trail of a **Duskwing**'s rocket engines blinds you for a few seconds as the ship warps in front of you. Without any time to react, the hostile vessel starts combat maneuvers against you. Space Pirates must have caught your radio signal when you entered the quadrant.
- 2 You are attacked by a **Vector-7 Mantis**. The spaceship is made out of parts of different colors and shapes from various starship models, as if it had been put together from scavenged or stolen starship parts, a common practice among outlaw and pirate groups.
- 3 You are approached by what you think is a space trader. The high number of weapon modules on the enemy ship swiftly makes you rethink your first impression. The **Snowstorm Delta** spaceship starts shooting at your vessel once it closes in on you.
- 4 You try to get some rest while the ship flies in autopilot mode, when you are suddenly woken up by the sound of your radar detection system. A pirate **Epsilon Interceptor** ship is approaching your coordinates. Gain 1 **Zero-6 Liquor** after defeating them.
- 5 You approach a cargo vessel, looking to trade with them or ask for directions. But as you get closer to the spaceship, its silhouette vanishes into thin air. The ship was a hologram projection from a hostile **Starpredator** pirate ship, looking to attract unsuspecting prey.
- 6 The crown jewel of this system's largest space pirate fleet: a **Torrasque Titan** mothership in pristine condition, stolen from an Old World military base. You are unlucky enough to cross its path. Your attempt to escape is futile, as the ship prepares its attack.

04 MERCENARIES

- 1 You detect a small obstacle in your travel path: a modified **Vector Ace Fighter** ship, seemingly static and unmanned. You change your route to avoid the ship, but when you get closer to its position, it begins to attack you out of nowhere.
- 2 A **Snowstorm Delta** starship flies beside your ship, as if the pilot is trying to get a look at your face through your cockpit. You try to communicate with them, but their radio is offline. A few seconds pass before the ship attacks you.
- 3 'SURRENDER YOURSELF' - the words resonate in your cockpit, coming from the comms system speakers. Your ship is intercepted by a mercenary vessel, a **Vector-7 Mantis**. 'Who do you work for?' - you ask the hostile ship, but their only response is a burst of bullets.
- 4 A bounty hunter piloting a rusty **Orion Moth** approaches your starship. Whether it's a case of mistaken identity or your past has caught up to you, there is only one escape now: to fight for your life. Gain a **Combat Exoskeleton** after defeating them.
- 5 A chrome **Starpredator** ship with red flames painted on its exterior intercepts your vessel. 'This is agent 203H47, on a special bounty contract from [REDACTED], I must capture the pilot of this ship dead or alive. It's just business.' The ship attacks right as the message ends.
- 6 A grandiose **Edgecharger W** starship carrier warps near your location. You take a second to contemplate the intricate design of its hull, a marvel of Old World spacecraft. But it doesn't take long for you to realize the ship is directed toward you, ready to engage.

05 SPACEFARERS

- 1 A xenobiologist flies toward a nearby Corsair Settlement in his **Scarab Interceptor** ship. He has escaped a research facility with a rare alien specimen and intends to sell it on the black market for a good amount of Serum.
- 2 A crew of scavengers and treasure hunters fly aboard a **Twinrotor Hauler**. Fearful that you might intend to steal their findings, they attack your spaceship as soon as they detect you crossing their path. Gain a **Tesseract** when you defeat them.
- 3 The automaton crew of a **Beluga Transporter** has turned hostile. After surviving several attacks from looters and pirate vessels, their damaged code has decided to attack every ship they come into contact with.
- 4 The auto-pilot system of an old **A-1 Voyager** has malfunctioned and taken control of the entire ship after the pilot passed away. The rogue artificial intelligence is hostile and attacks any vessel it comes across. This time it's your ship's turn.
- 5 A group of heretic androids, escaping from a Synth Arch base they have destroyed. They fly at high speed on an **Eclipse Warden**. Thinking that you may be aligned with their enemies, or give their location to them, they attack you right away.
- 6 A cyborg pilots a **Stingray Frontier**. His judgement and human senses severely damaged by his cybernetic implants. He plunges the entire ship toward you, relentlessly trying to crush your vessel. You have no other alternative than to fight back.

06 FACTION BATTLES

- 1 A WARG column is short on supplies after a failed mission. They have deployed a **Vector Ace Fighter** and a **Vector-7 Mantis** to attack and loot an ISF **Shell-4 Transporter**.
 ▶ Fight the two fighter ships [+2♣ Favor][-1♣] ▶ Destroy the transporter [+1♣ Favor][-1♣]
- 2 Two Corsair Syndicate **Snowstorm Delta** starships are attacking a Medusa **Stingray Frontier**, with the intention of selling the data it carries on the black market.
 ▶ Ambush the Stingray Frontier [+1♣ Favor][-1♣] ▶ Attack the two ships [+2♣ Favor][-1♣]
- 3 A WARG **Starpredator** launches an attack on a Synth Arch **Twinrotor Hauler** transporting cybertech parts for a nearby android factory.
 ▶ Destroy the Starpredator [+1♣ Favor][-1♣] ▶ Attack the Twinrotor Hauler [+1♣ Favor][-1♣]
- 4 A Medusa Sector **Orion Moth** fights a powerful **Eclipse Warden** starship controlled by the Synth Arch, carrying powerful encrypted data from before the apocalypse.
 ▶ Fight the Eclipse Warden [+1♣ Favor][-1♣] ▶ Attack the Orion Moth [+1♣ Favor][-1♣]
- 5 The ISF has sent a radio message to all ships in the quadrant asking for support for an attack mission against the Syndicate. Two **A-1 Voyagers** battle a **The Claw** mothership.
 ▶ Attack the mothership [+1♣ Favor][-1♣] ▶ Destroy the two ISF ships [+2♣ Favor][-1♣]
- 6 The expansion of ISF trade has put the Synth Arch's transhumanist objectives in danger. Two synth pilots in **Epsilon Interceptors** are carrying out an attack on a **Tarrasque Titan**.
 ▶ Attack the Tarrasque Titan [+1♣ Favor][-1♣] ▶ Fight the Interceptors [+2♣ Favor][-1♣]

NEUTRAL ENCOUNTERS

► Roll a d6

If the result is 1, you don't encounter anything this time. Leave the tile blank and make an Exploration Roll again next time you cross it.

02 DERELICT SHIPS

- 1 A **pre-war starship fighter**, its engine broken, struck by a ballistic missile. You enter through the emergency gate and find the pilot's skeleton still sat on the control chair. Among the remains, you pick up an **Ion Carbine** and a random **ranged weapon mod**.
- 2 White ice covers half of a medium-sized **transport ship**. The data logs reveal that an explosion in the O2 tanks exposed the inside of the vessel to the cold void of space. The crew left 2 **Health Packs** behind before leaving in an escape pod.
- 3 An old **asteroid drilling ship**, its white and brown paint discolored after years of exposure to the harsh conditions of space. Inside, a complicated set of controls and an operator manual, written in a dialect you don't understand. You find **50%** inside a locker.
- 4 A vertical breach splits the hull of a large **starship carrier** in half. As you prepare to explore its interior, an automatic defense turret activates and points its laser at you. **◆ ROLL VIGOR Success** ► You destroy the turret. [**+1**◆] **Failure** ► Lose **2d4 Health**.
- 5 Two **starship interceptors** drift apart slowly, their hulls crashed into each other, consequence of a bygone battle. Their interiors are almost entirely destroyed, but you are able to salvage **60 Scraps** from one of their engineering rooms.
- 6 A modern contraband ship, damaged by the impact of a small asteroid. The corpses of two space pirates can be found inside, dehydrated and decomposing. Among piles of stolen goods, you find 2 random **narcobiotics** and a hidden stash with **100%**.

03 CARGO TRANSPORT

- 1 An orange and red **Beluga Transporter** crosses your path, run by an **old artisan gunsmith**. You stare at the ornate weapon designs that decorate the walls of his workshop while he offers to trade his wares. ► You may buy any **weapon** or **weapon mod** from him.
- 2 You receive a distress signal from a nearby **Beluga Transporter**. Some of their cargo has been accidentally disconnected from the ship. They ask if you can retrieve it for them. **◆ ROLL GRACE Success** ► They give you **30 Scraps** and **70%**.
- 3 A **wandering trader** approaches your ship in a **Twinrotor Hauler**. The interior of his ship is dark, illuminated only by holographic candles. He offers you a strange trade: your blood for Serum. You may lose **4 Health** and gain **80%**, you can repeat this trade up to 5 times.
- 4 A **Twinrotor Hauler** is stationed at a nearby checkpoint. Large metal containers are being loaded into the ship's cargo bay. One of the crew members approaches you and offers to trade some of their stock. You may buy any **item** or **Armor Set** from them.
- 5 The navigation lights of a **Shell-4 Transporter** flicker uncontrollably. You board the ship, and find the crew lying dead on the floor, and the cargo bay emptied. 'Space pirates' - you utter to yourself. You can salvage a **Disruptor Beams** ship module from the starship.
- 6 You dock with a **Shell-4 Transporter**. Its crew is entirely composed of android clones. They need energy to power their vessel, and offer you to buy one of their spare cybertech implants. You can buy any **cybertech** for its cost in **Serum** and **10 Energy**, instead of the marked EXP cost.

04 CIVILIAN TRANSPORT

- 1 The pilot of a **Scorab Interceptor** transports survivors from a nearby battle. A **Medusa Sector Settlement**, 2 tiles southwest, has just been violently taken over by Corsair Syndicate mercenaries. You may help the survivors by giving them **100%**. Gain **+1** **Favor** if you do.
- 2 A command of WARG-affiliated revolutionaries fly aboard a **Vector-7 Montis** in search of shelter, trying to hide from an incoming enemy operation. If you know the location of a **WARG Settlement** or a **Pirate Hideout**, you may reveal it to them. Gain **+1** **Favor** if you do.
- 3 A **Snowstorm Delta** transport vessel carries a group of refugees from an abandoned colony. They are low on resources and need urgent repairs to their ship. You may aid them by providing **40 Scraps**. They reveal the location of a Sylvanian planet, 2 tiles north.
- 4 You receive a distress call. The engineer of an **A-1 Voyager** has been killed by hostile alien creatures that have infiltrated their ship: 3 **Voidcrawlers**. The rest of the crew offer to reward you with **100%** and **50 Scraps** if you eliminate the threat.
- 5 An **Orion Moth** starship drifts slowly through space, its right engine only managing to turn on for a few seconds at a time. The crew contacts your ship via comms and request some fuel in exchange for their cargo. You may lose **5 Fuel** and gain a **DRONE_Ladybug**.
- 6 White and celeste panels decorate the exterior of an **Edgecharger W**, an old warship now used as an **ISF hospital ship**. They are carrying hundreds of wounded soldiers, operating at full capacity. You may help them by donating 2 **Health Packs**. Gain **+1** **Favor** if you do.

05 RADIO SIGNALS

- 1 You receive a **weak audio signal**. The log data reflects that it was sent decades ago. You play the recording - a shaky voice says that a nuclear warhead is directed at their lunar colony, 1 tile southeast. Your radar shows that there's now a **Nuclear Moon** located at those coordinates.
- 2 Your radar system display glitches and shows **static**. All radio signals disappear, replaced by a loud white noise. Your ship has entered 'The Quiet' - an area of space run by outlaws, where comms are disabled by EMP relays. Roll for a **Hostile Encounter** on the next unexplored hex.
- 3 A **deep space resonance** drowns all other radio signals. Its strength overpowers your electronics and damages your ship. You try to deactivate your antennas before it's too late. **ROLL TECH Success** ▶ You save the ship's systems. **+1** **Failure** ▶ Lose **8 Hull**.
- 4 An orange light turns on above your radio controls. It indicates that you have received an **emergency signal** from the interplanetary network. A **Synth Settlement** located 1 tile southwest has been recently attacked by WARG forces and is now under their control.
- 5 A **beeping sound** registers through your comms systems. You realize it's morse code, playing a string of hexadecimal values. You try to decode what the hidden message says. **ROLL MIND Success** ▶ Mark the location of a **Medusa Settlement**, 2 tiles southeast.
- 6 Your ship's antennas catch a strange **low frequency signal**. After a few seconds trying to sync it, music begins to play from the cockpit speakers. You recognize some of the melodies - it's Old World music, played by what seems to be a pirate radio station.

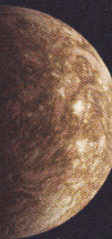
06 SUPRANATURAL EVENTS

- 1 You come within mere miles of a comet, as it approaches the center of the star system. Its trail illuminates the horizon, and paints the dark canvas of space with an aquamarine and indigo gleam. Gain **40 EXP** and restore your **Health** and **Energy** to 20.
- 2 You hear a **screeching metallic sound** coming from the engine room. A **Voidcrawler** is trying to break into your fuel deposit and drink the black liquid inside. **Attack** ▶ Fight the alien. **Let it feed** ▶ The creature teleports back to space. Lose **4 Fuel**.
- 3 The ship's **navigation controls** begin to vibrate and malfunction. The needle of your watch freezes in place for a whole hour, before it starts spinning backwards. Your head feels light. You set the ship to autopilot and lie in bed. You wake up exactly d6 years younger.
- 4 You cross paths with an **Eclipse Worden** ship. A deep computer-generated voice speaks to you through the comms system: 'WHAT LIGHT GUIDES YOUR PATH?' The voice waits for an answer as you sit in silence, paralyzed. It concludes: 'MAY YOU FIND THE EMBRACE OF THE PROPHET BEFORE THE END'
- 5 A colossal **pink crystal prism** floats above the void, a technicolor glow emanates from within the crystalline shard. A gentle voice inside your head compels you to exit the starship in your spacesuit and touch the prism. Gain a **permanent +1 to a stat** of your choice.
- 6 A **strange electromagnetic field** is detected by your navigation systems. Your ship is already too far inside the field to be able to escape its pull. With no other option left, you go full thrust into its epicenter. Your ship is **transported to any hex** of your choice.

PLANETS

LOCATION GENERATOR / / / / / / / / / /

01 GAIAN

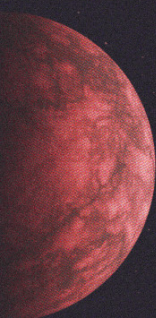


Gaian planets are **dry** and **rocky**, with **sand deserts** taking up most of their surface. Despite their arid nature, they were extensively settled by the ancient galactic empires due to the **precious jewels** found below surface level. Many Gaian planets were **terraformed**, introducing water and plant life into their ecosystem.

- 1 A sea of dunes expands beyond the horizon in every direction. A distant rattle can be heard.
- 2 Oasis, hidden among a **mesa valley**. Its indigo-colored water is hallucinogenic.
- 3 A crack in the side of a cliff reveals an underground city carved into the rock.
- 4 Abandoned **nomad camp**, now occupied by small alien creatures seeking shelter from the heat.
- 5 Carcass of a **giant, worm-like alien creature**. Its shadow provides cover from the sun.
- 6 Mineral refinery and ironworks facility. Six large robotic drills remain active.

LANDING SPOT

02 CALORIAN

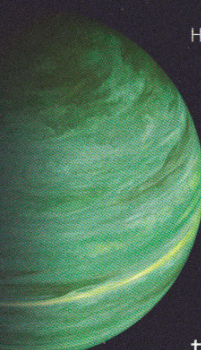


Rocky and **barren**, Calorian planets are one of the hardest environments in the universe to survive in, due to their regular **earthquakes**, seismic activity, and **high temperatures**. Their surface is rough, often colored red and maroon because of the large presence of iron oxide dust.

- 1 Five concrete columns sustain an **oil platform** several hundred meters above the surface.
- 2 A field of hundreds of **antennas**, emitting an indecipherable cacophony of radio signals.
- 3 Canyon, formed by a now-extinct river, reveals layers of red, amber, and violet-colored soil.
- 4 Iron mine operated by automatons. The control room is damaged, causing them to malfunction.
- 5 The land bends, revealing a **giant ravine** that splits the terrain in two.
- 6 Remote-controlled **rover vehicle**. It is unknown who still operates it and from where.

LANDING SPOT

03 VAPORIAN



Hydrogen, Helium, and other chemical elements form a **layer of gases** that makes up the majority of the mass of these planets. Landing on or exploring the surface is impossible, due to colossal never-ending **storms of toxic gas** and vapor.

- 1 Rotating **space station**, employed as a luxury holiday resort during the Old World.
- 2 Vapor refinery located in low orbit. Used to process the gases extracted from the planet.
- 3 Modified asteroid that served as a trade hub and **refuelling station** for starships.
- 4 Small terraformed moon used as a clandestine illegal club for hunting rare alien creatures.
- 5 Ring-shaped megastructure that encircles the planet. It used to be a space city-state.
- 6 Secret hideout of contraband cargo, hidden among the clouds in the upper layer of atmosphere.

LANDING SPOT

ROLLING FOR PLANETS

Roll a d6 to determine what **type of planet** you have discovered. Then, roll an additional d6 on its location table to find out **where your ship lands**.

PLANET ENCOUNTERS

Roll a d6 on the respective **planet encounter page** [p.75-80] to determine what your character finds when exploring the planet.

AQUARIAN⁰⁴

Group of small rocky isles covered in algae, surrounding a shipwrecked vessel.

Alien marine life research outpost located in the diameter of an immense oceanic trench.

Floating city connected by water canals and moving platforms. Appears to be abandoned.

Transport elevator that leads to an underwater secret facility. Water has flooded most of it.

Archipelago of virgin islands. Their plant life bears strange and colorful fruit.

Beautiful coral reef the size of a continent. Its jewel-like shapes shine during the night.

1
2
3
4
5
6

Planets with a **high amount of water** in their **hydrosphere** are known as Aquarian planets. Liquid water concentrates and accumulates, forming **oceans that cover most of their surface**. Some planets present **islands or archipelagos**, while others are completely covered in water.

LANDING SPOT

SYLVANIAN⁰⁵

Grotto that serves as the lair of an alien beast. There's no sign of the creature. For now.

Atop a formation of interlocking branches and tree trunks, 100m above ground level.

Shrouded in mist from giant waterfalls rising over a quiet lagoon.

Among the vast fields of elephant grass of a savanna, surrounded by a meandering river.

Swamplands, next to a small empty hut built inside a hollow mangrove tree.

Ancient stone temple covered in moss and vines, overlooking the tropical forest.

1
2
3
4
5
6

Sylvanian planets are **biodiverse**, with a **high humidity** atmosphere and rich flora and fauna. Lush **rainforests and jungles** populate their surfaces, along with shallow inland seas and **swamps**. The high density of **predatory alien life** has made them difficult to explore, with most planets being still largely not settled.

LANDING SPOT

ECUMENOPOLIS⁰⁶

Legislative district of the city. The senate is partly destroyed and surrounded by tanks.

Legions of skyscrapers as far as the eye can see, now taken over by overgrown plantlife.

A labyrinth of narrow streets, illuminated by glitching holographic adverts and screens.

Landfill waste processing megacomplex, oversaturated with mountains of junk and rubble.

Polygonal-shaped tower with the phrase "Galactic Armada Sector V" painted on its walls.

Space elevator. The rust and lack of maintenance have rendered it inoperative.

1
2
3
4
5
6

The greatest marvels of the Old World, massive planets whose **surface is entirely consumed by urban sprawl**. All natural life and resources in their ecosystem have been destroyed, in favor of the expansion of the **megacity**. Now these planets are **deserted**, becoming giant orbiting ghost towns.

LANDING SPOT

SINKING INTO QUICKSAND

1-1

The desert dunes expand from horizon to horizon, their curved shapes move with the wind, crashing into each other like waves in a turbulent ocean. Suddenly, you feel your feet sinking into the ground. You are trapped in quicksand, and every movement pushes you further down.

◆ ROLL GRACE

Success ▶ You jump to safety, avoiding being swallowed by the swirling sands. [+1⚡]

Failure ▶ Lose 5 Health and 3 Energy.

THE WANDERER

1-2

A robed man walks slowly across the sands of the desert. He holds a long wooden pole in one hand and a small book in the other. When he turns his head toward you, you realize he is not human, but an **Android Synth**. His face is metallic, steel and chrome, distressed by desert dust storms. He says he is on a pilgrimage, searching for meaning. He believes there's a spiritual answer to the limitations of his factory code.

▶ He gives you directions for an android **Settlement**, controlled by the Synth Arch, 4 tiles southwest.

WINGED NIGHTMARE

1-3

As you walk through the arid surface of the planet, the sun sets in the distance. The heat of the day vanishes, and the cold embrace of the night forces you to stop and seek refuge. You come across a cave and decide to set camp there.

Something wakes you from your sleep. A haunting, rattling sound echoes from the depths of the cave. Attracted by the light of your campfire, 2 **Dust Wasps** surround you and attack.

▶ After defeating them, you venture further into the cave from where the wasps appeared. You find the half-eaten body of a dead human. At his feet a **Helix Wire** and 60%.

JEWEL LOOTERS

1-4

You approach a drilling platform on top of a rocky sandstone plateau. As you get closer, you see a pair of figures breaking into one of the jewel extraction machines. The 2 **Space Pirates** notice your presence, point their weapons at you and fire.

▶ After defeating them, you find 1 **Contraband Package** among their belongings. You may take it to an ISF Settlement for +1⚡ **Favor** or sell it at a Corsair Settlement for 200%.

LOST IN THE MIRAGE

1-5

After hours of endless strolling across the desert, your mind begins to hallucinate. You try to regain consciousness as visions cloud your perception of reality.

◆ ROLL MIND

Success ▶ Your mental strength perseveres. You have +2 MIN for the next three cycles.

Failure ▶ Lose 6 Energy.

THE DESERT TEMPLE

1-6

In the center of a dune valley, an enormous building of gold and sandstone towers over the desert. The temple appears to be human made, yet no other buildings can be found for kilometers.

You sprint toward the pyramid-shaped ziggurat. Three sets of stairs on its front lead you to the entrance of the structure. Inside, a large room decorated with ceramic tiles and mosaics, strange symbols and glyphs carved into its walls. A stone altar stands in the center of the room, with a **Neon Blade** atop it. The floor shakes and cracks as you grab the weapon. After a couple of seconds, it collapses, plunging into a lower floor with you alongside it.

You look around the chamber. Thousands of small hexagonal shapes cover its walls, some of them filled with larvae. Alien insects have turned the ziggurat into a giant hive. An eerie sound alerts you before a **Glyphmoth Queen** awakens from her slumber and attacks.

CALORIAN 02

ALPHA 2 OBSERVATORY

2-1

A crystal sphere stands out from the harsh and rocky terrain of a mountain sierra. As you get closer to it, you discover that the building is a space telescope. An old man greets you when you enter. His beard is long and white and his eyes light blue. He tells you that he is a **NetHacker** from the Medusa Sector, and that he has been trying to log into the observatory's data server for months, without success.

◆ DECRYPT THE CODE

Perform three **MIN Challenge Rolls**. You must succeed on all three to crack the code. You may spend **Data Shards** to succeed one of the rolls automatically.

Succeed ▶ He reveals there's a **Medusa Sector Settlement** 2 tiles south. [+1🎲 Favor]

Failure ▶ Lose 3 Energy.

GROUND FISSURE

2-2

You traverse a rocky canyon. A loud crash can be heard from the distance after two giant boulders collide. The ground begins to move violently. You try not to lose balance as you move across the terrain, but it's too late. A rock falls from the side of the hill toward you. You attempt to push it away before it hits you.

◆ ROLL VIGOR

Success ▶ You shove the falling rock to the side. [+1🎲]

Failure ▶ Lose 7 **Health**. Your leg is injured, you have -2 **VIG** and -2 **GRA** until you restore your **Health** back to 20.

SPOILS OF WAR

2-3

Broken mechs and thousands of destroyed battle droids lie scattered across a scorched battlefield. The red soil that covers the planet's surface has swallowed most of the remains.

▶ You find a **Gauss SMG** and a **Laser Accelerator** mod next to the body of a human soldier.

ENDLESS SHIFT

2-4

You find a large octagonal factory complex. Its exterior is made out of black and silver metal, the name 'EVO ROBOTICS' painted on the walls. The interior houses a roller coaster of conveyor belts and assembly lines. Your movement triggers the motion sensors of 3 **Automation Bots**. You rush to the factory control system and attempt to turn them off.

◆ ROLL TECH

Success ▶ You manage to deactivate one of the robots, and loot a **Tesseract** from it after defeating the other two.

Failure ▶ Lose 2 **Energy**. The three automatons attack you.

THE MARTIAN

2-5

Night falls on the red planet. As you walk through the barren landscape, you find a dead astronaut. His helmet is broken, fractured by a gunshot.

▶ A **Laser Blaster** with a **Silencer** mod lies next to his left hand.

SKIRMISH AT METEOR KEEP

2-6

You walk through the crater of a meteor valley. When you reach the edge of the crater, you hear gunshots coming from a military outpost located nearby. A group of rebels has surrounded a fortified tower. The two remaining soldiers shoot down from the rooftop. One of the rebels points their rifle at you: 'This outpost is under Intersolar Federation control. We won't let them take another planet.' A defending soldier notices you and screams: 'Please help us, they have massacred our entire garrison. There's only two of us left alive.'

Aid the soldiers ▶ Fight 3 **Rebel Fighters**. You are rewarded with 250\$. [+2🎲 Favor][-1🎲]

Side with the rebels ▶ Fight 2 **ISF Soldiers**. Gain 2 **Health Packs**. [+2🎲 Favor][-1🎲]

03 VAPORIAN

IN THE EYE OF THE STORM

3-1

An air current suddenly pushes your ship into a storm. The strong winds cause turbulence in the starship and make the controls malfunction for a couple of seconds. Toxic fumes from the planet's atmosphere begin to leak into the interior of the spaceship. You turn the ship and accelerate in an attempt to escape.

◆ ROLL GRACE

Success ▶ With a quick maneuver, you manage to escape the eye of the storm. [+1♣]

Failure ▶ Your ship loses 4 **Fuel** and you lose 6 **Health**.

ORBITAL RELAY

3-2

You move to the upper layers of the planet's exosphere. Your ship's radar detects a weak signal a few hundred meters from your location. You find a spherical satellite with four large antennas sticking out of its side. After deciphering the radio signal it emits, you read the following message code: 'Hidden capsule, 3 tiles northeast.'

▶ Visit that tile to find a steel orb containing a **DRONE_Spider** and 30%.

SERUM DISTILLERY

3-3

Several prism-shaped megastructures are suspended above the stratosphere. Steel pipes and tubes absorb rare gasses and chemical elements from the environment, processing them and turning them into pure liquid Serum. You land on one of the distillery rigs and find its deposits empty. Someone must have gotten to them first. Before you board your spaceship again, you see a group of ships leaving one of the other distilleries.

Confront the looters ▶ Attack 2 **Vector Ace Fighters**. You loot an extra 50% from each ship you defeat.

Avoid the encounter ▶ You activate your ship's thrusters and escape. Lose 2 **Fuel**.

SEA OF VAPOR

3-4

Your spaceship cuts through the thick layer of clouds that floats over the planet's surface. A red light begins to flicker on the engine control panel. The gasses have caused a breakdown in the propulsion system. You must fix it before the engine failure compromises the whole starship.

◆ ROLL TECH

Success ▶ You rewire the engine's power unit, cooling it down and fixing the issue. [+1♣]

Failure ▶ Your ship loses 5 **Hull**. You only have 1 **Action Die** during ship combat until you restore your ship's **Hull** back to 20.

THE ODD MERCHANT

3-5

An unusual-looking spaceship approaches your position. The pilot of the vessel is an artisan fuel **Merchant**, a vapor craftsman who specializes in making handmade fuel out of rare gasses. The last of his kind. He offers you to buy some of his artisan fuel at a special price.

▶ You can refuel your starship, paying 2% per point of **Fuel**.

DEAD OR ALIVE

3-6

You land on a floating carrier platform. Dozens of old cargo ships are stationed on its runway, covered in rust. Suddenly, an automatic door opens behind you. A woman runs desperately toward the edge of the platform. Behind her, an armored man tries to shoot her before she jumps. He stares at you and shouts: 'Bring me her head and half of the bounty is yours!'

Aid the bounty hunter ▶ Fight the **NetHacker**. Gain 150%. [+1♣ Favor] [-1♣]

Help the runaway ▶ Fight the **Bounty Hunter**. The woman explains that she works for the Medusa Sector. She's had a bounty on her head since she stole data from an ISF terminal. Gain a random **HACK**. [+1♣ Favor] [-1♣]

AQUARIAN 04

WAVE AFTER WAVE

4-1

You exit your starship after landing on the planet's surface. Completely surrounded by water, you swim toward a small rock, trying to find a place to rest. Before you are able to reach it, the tide rises drastically. You fight against the current as the waves carry you away from the rocky islet.

◆ ROLL VIGOR

Success ▶ You swim against the water current before it drags you in. [+1⊗]

Failure ▶ You lose 4 Health and 4 Energy.

NAUTILUS

4-2

A large, abandoned submarine drifts over the ocean waves. Its rusty exterior, populated by algae and mollusks, has several holes through which seawater leaks into the inside of the submersible. You open the hatch and make your way to the interior.

▶ Among the wreckage, you find 2 Energy Cells and an **Electroxyn Capsule**.

FACILITY TEL 22

4-3

Two cylindrical platforms connect the ocean surface to an underwater facility. A series of decompression chambers lead you to the entrance. The entire building is submerged in total darkness. All lights, comms, and electronic equipment are unusable due to a failure in the power system.

◆ REPAIR THE POWER GENERATOR

Perform three **TEC Challenge Rolls**. You must succeed all three to restore energy to the facility.

Success ▶ The building is illuminated and power is restored. You find a set of **Orion II Armor** and a **Tricillin Tablet** in a steel locker.

Failure ▶ The machine short-circuits and electrocutes you. Lose 5 Energy. The sparks have attracted 2 **Voidcrawlers** to your location. The alien creatures attack you.

THE STRANDING

4-4

The carcass of a colossal alien whale lies stranded on a black sand beach. Insects and small alien creatures feed on the remains of the whale's body. Its dark red skin has partly turned white due to the presence of fungi and bacteria. As you get closer, you see a **Scientist** inspecting the dead animal. She claims to be a xenobiologist, working for the ISF's alien research unit.

▶ She reveals that there is a **Research Outpost** located 1 tile northeast.

DEPTHS MONSTER

4-5

You submerge into the ocean depths. A small flashlight on your helmet cuts through the darkness of the ocean floor. You are startled by a school of fish that quickly speeds away from behind you. You turn around and see a gigantic alien **Deepworm** ready to attack you. Its wrinkly, creased skin is covered in hundreds of eyes and tentacles.

UNDERWATER PRISON

4-6

A long metallic structure parts the ocean in two. At its center, an elevator platform that leads to an underwater extreme security prison, 8.000 meters below sea level. 'Identify yourself.' Three android security robots stop you at the entrance. 'This prison guards terrorists and dangerous criminals.' Inside the facility, a group of inmates take advantage of the distracted guards to revolt. 'Kill all the robots!' - screams one of the prisoners, as she smashes a crowbar against the android guard's torso.

Aid the guards ▶ Fight a **Guerrilla Commander** and a **Rebel Fighter** who lead the revolt. Gain a random **cybertech** module. [+1⊗ Favor] [-1⊗]

Join the revolt ▶ Fight 3 **Android Synths**. Gain 2 **Testogre Hormones** as a reward from the inmates. Gain an additional point of Favor with WARG and 70% if you transport the inmates to the nearest **WARG Settlement**. [+1⊗ Favor] [-1⊗]

05 SYLVANIAN

RAVAGED COLONY

5-1

A destroyed set of habitation pods form a small colony. The settlement is completely deserted. Possibly attacked by wild predators or looted by raider gangs, leaving no one behind.

► You find an **Electroxyn Capsule** and a **Data Shard** among the remains.

IN ENEMY TERRITORY

5-2

After making your way through the tortuous terrain, you find a small clearing and decide to rest. As you drop your weapons, someone rushes toward you, hiding behind the foliage. You fall unconscious as they stab your arm with a needle and cover your eyes. You wake up in shackles, locked in a cell at a secret **WARG** base. A **Guerrilla Commander** begins to ask questions: 'Who do you work for?'

+1👑 ► You are an ally. They free you and restore your **Health** and **Energy** to 20. They give you the location of a nearby **WARG Settlement**, 2 tiles northeast.

0👑 ► You are neutral. They set you free.

-1👑 ► You are an enemy. Pay 150👑 for your freedom or fight the Commander. You can't use weapons during the fight.

HOSTILE CHLOROPHYLL

5-3

You advance through the rainforest, cutting through its thick vegetation. You stumble and fall to the ground, your feet trapped by an interconnected web of vines and tree roots. As you try to get back up, one of the vines wraps around your foot and lifts you up in the air. A three-headed carnivorous plant holds you three centimeters from its salivating jaws.

👑 ROLL VIGOR

Success ► You cut the vine restraining you and run to safety before the plant can bite you. [+1👑]

Failure ► You lose 7 **Health**. You have -2 **VIG** and -2 **GRA** until you restore your **Health** back to 20.

THE FOREST CHASE

5-4

Hover-motor speeders accelerate through a field of tall sequoia trees. On top of the hover bikes, 2 **Rebel Fighters** try to escape from 2 **Mercenaries**, chasing them a few meters behind.

Side with the rebels ► Fight the two Corsair mercenaries. Gain a random **ranged weapon mod**. [+1👑 **Favor**][-1👑]

Help the mercenaries ► Fight the guerrilla soldiers. Gain a **Combat Exoskeleton** and 2 random **grenades**. [+1👑 **Favor**][-1👑]

TREETOP PARKOUR

5-5

The terrain becomes increasingly difficult to traverse, culminating on a steep cliff's edge. Climbing on top of the trees is now the only possible way to advance through the jungle landscape.

👑 ROLL GRACE

Success ► You leap from the treetops with ease. Gain +1👑 **Hyperdrive** charge and restore 5 **Energy**.

Failure ► You fall to the ground as one of the branches breaks under you. Lose 6 **Health** and 3 **Energy**.

ALIEN GROTTA

5-6

On the northern shore of a small lake, you find a hidden grotto. You venture far into the cave system, drawn by the smell of ripe fruit. A loud screech echoes through the cave, paralyzing you. The dark figure of a giant alien bat blends into the shadows of the cave, its haunting white eyes shine like gemstones as it follows your every move. You desperately try to escape, but the blind beast tracks your location with the sound of your footsteps and your accelerated breathing. Before you are able to react, a **Xhiroptera Predator** violently attacks you.

► After defeating it, you eat the fruit and restore your **Health** and **Energy** back to 20. You find 3 random **status cures** in the cave.

ECUMENOPOLIS 06

CITY PARK

6-1

You discover a circular park on the outskirts of the city center. Its green foliage breaks the grey and maroon color palette of the planet's surface.

► You find a small supply bag next to a fallen security robot. It contains 2 **Energy Cells** and a **Data Shard**.

ISF TRADE PATROL

6-2

The light of a carrier ship blinds you as you walk through the city streets at night. 2 **ISF Soldiers** disembark from the transport vehicle. Their superior, an **ISF Sentinel**, tells you they are on patrol, assessing the planet's situation for a possible reconstruction effort.

► He provides directions for an **ISF Settlement**, located 2 tiles southwest.

PRIMAL INSTINCT

6-3

You advance to the center of the city, through its empty streets and destroyed buildings. In the middle of a wide road, a human-like figure searches frantically through the rubble.

She raises her head and stares at you. Her eyes have been removed and replaced with white and red cybernetic implants. She rushes toward you at superhuman speed, running on all fours like a manic animal. You sense the loss of her humanity, erased and replaced by a combination of primal instinct and computer code. Fight the **Cyborg**. When she reaches 10 Health or lower, perform a **TEC Challenge Roll**.

◆ ROLL TECH

Success ► You are able to reset her systems. She regains consciousness after a few minutes. You can take her to a **Synth Settlement** to have her wounds treated. If you do so, gain +1⚡ **Favor**.

Failure ► Her system short-circuits and shuts down. She immediately stops breathing. You may extract a random **cybertech** implant from her body.

MK-2 SX COMBAT MECH

6-4

You walk past an abandoned shopping mall and make your way to a massive industrial complex. Most of the buildings are empty, looted by raiders and space pirates, yet you are able to find a small factory still running.

► Behind a motorized arm, you find an intact model of the **DRONE_0w0** mech system.

TRAPPED IN THE SEWERS

6-5

Toxic fumes and grey smoke coming from the hundreds of abandoned factories in the area make it impossible to breathe. You enter the underground level, where there is still some breathable air and oxygen left. The city's sewers have been taken over by alien life trying to find refuge from the polluted surface. As you pass the sewer gates, you hear a screech from the opposite end of the canal. One of the alien beasts has noticed your presence.

◆ ROLL GRACE

Success ► You are able to flee and close the sewer gates before getting caught. [+1⚡]

Failure ► The alien beast attacks you before you can escape. Fight a **Xhiroptera Predator**.

DATA BREACH

6-6

A tall chrome tower rises above you. Radio and communication antennas emerge from its top floor. Inside, a young man dressed in black attempts to break into the building's network system before a large android war robot attacks him. The machine screams in a glitchy voice: 'NEUTRALIZE INTRUDERS // THEY WANT TO STEAL VITAL DATA // HELP SECURE FACILITY'

Aid the hacker ► Fight the **Android Titan**. The man rewards you with a random **HACK**. [+1⚡ **Favor**][-1⚡]

Side with the android ► Fight the **NetHacker**. Gain a random EVO Robotics **cybertech** implant. [+1⚡ **Favor**][-1⚡]

SATELLITES

LOCATION GENERATOR / / / / / / / / / /

01 ASTEROID

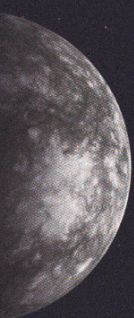


Asteroids are minor planets of varying sizes composed of **rocks, metals**, and even **ice**. There are hundreds of thousands of unexplored asteroids in the system, making them the perfect spot for **illegal activity**. Space Pirate hideouts are commonly located in large Asteroid formations.

- 1 Military **laser turret** hidden in a small rocky asteroid. The weapon has run out of power.
- 2 Dense **ring of asteroids** surrounding a planet. You land on a small group of them.
- 3 Two **medium size asteroids** joined together by six titanium pillars and metal cables.
- 4 **Artificial asteroid** with radar equipment. The radar tower has been hit by another asteroid.
- 5 **Large asteroid**, cracked in half, revealing tunnels dug inside by alien insects.
- 6 **Ice asteroid**, its surface has been completely frozen and covered with sharp icicles.

LANDING SPOT

02 CRATER MOON

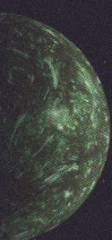


The most common type of moon. Crater Moons are **rocky** celestial bodies that orbit around planets. Their **atmosphere** is particularly **thin** and unable to prevent meteorites from crashing into them. Because of this, their **barren surface** is covered with large **craters and impacts**.

- 1 **Giant crater**, more than a hundred kilometers in diameter.
- 2 Ship docking and **launch platform**. The stairs that lead to it are covered in rust and debris.
- 3 Valley with a small **lunar colony**. A set of spherical buildings connected by tunnels.
- 4 Terrain elevation with **flags** planted on the top. The flags are unrecognizable to you.
- 5 A group of large **geoglyphs**, carved into the barren surface of the moon.
- 6 Underground entrance that leads to a big room with blocks of **computer servers**.

LANDING SPOT

03 NUCLEAR MOON



Either due to failed attempts to terraform their surface, or because of the damage caused by **nuclear weapons** during past wars, Nuclear Moons have **high levels of radiation**. Some of these moons have toxic and threatening ecosystems, composed of **dangerous mutated alien life**.

- 1 Impact crater. An unexploded **nuclear warhead** lies in its center.
- 2 Green mist engulfs a **swamp**. Creatures climb up the trees to avoid touching the toxic water.
- 3 **Dead forest** next to a small lunar colony. All the plants are wilted or rotten.
- 4 Immense **cavern**, the walls decorated with strange mushrooms of different colors.
- 5 Destroyed **nuclear plant**. One of its reactors has collapsed and its core is exposed.
- 6 Lake of strange purple and green oil next to an abandoned **mineral refinery**.

LANDING SPOT

ROLLING FOR SATELLITES

Roll a d6 to determine what **type of satellite** you have discovered. Then, roll an additional d6 on its location table to find out **where your ship lands**.

SATELLITES ENCOUNTERS

Roll a d6 on the respective **satellite encounter page** [p.83-88] to determine what your character finds when exploring.

FROST MOON⁰⁴

Peak of the **tallest mountain** in the valley. Northern lights can be seen in the night sky.

Frozen skeleton of a giant alien animal. Small creatures use it as shelter for the blizzard.

Lone village in the tundra, on the shore of a frozen chemically active lake.

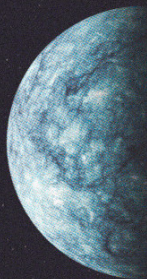
Giant **mechanical crawler vehicle**, abandoned over a snowy battlefield.

Ceramic **shrine** carved into a mountain sierra. The stone path leading to it has frozen.

Old **military base**, hidden in the mountainside. Its large metal doors are stuck.

1
2
3
4
5
6

Natural satellites composed of **ice and water**, Frost Moons are the most common celestial bodies that contain water. Their surfaces are hard to traverse, due to their **cold temperatures** and **geysers**. Some Frost Moons have a **subsurface ocean** of liquid water.



LANDING SPOT

VOLCANIC MOON⁰⁵

Ash **clouds** cover the sky, plunging the planet into a darkness broken by glowing lava lakes.

Geothermal energy plant, explosions have damaged the roof of its power processor.

Lava waterfall rushing over the gorge of a mountain valley.

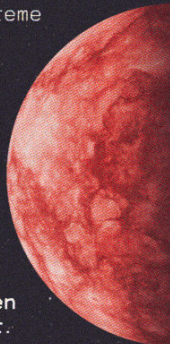
River of magma turned solid. You can feel the ground move as you walk over it.

Crater of an **inactive volcano**. The center of the crater is covered in metallic dust.

Shores of **basalt columns** surrounding a massive yellow lake of sulfur and molten rock.

1
2
3
4
5
6

Characterized by extreme volcanic **geologic activity** and high temperatures, Volcanic Moons are giant celestial bodies that house hundreds of **active volcanoes**. Rivers of lava flow through their surface, sometimes forming large **oceans of molten rock, iron, and sulfur**.



LANDING SPOT

HOLLOW MOON⁰⁶

Small **transparent moon**. Its rotation engine is malfunctioning, nullifying all gravity inside.

Mecha building factory, an unfinished armored suit prototype sits in the mechanics bay.

Suburban neighborhood with thousands of identical housing compartments.

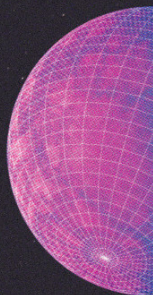
Cybertech company **mega-store**. Its interior has been looted and ransacked.

Theme park featuring an interminable roller coaster that circles around the whole moon.

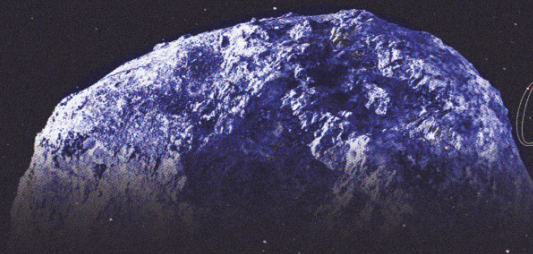
Hyperspeed **racing track** for hover vehicles. Three of them have crashed into the last curve.

1
2
3
4
5
6

Hollow Moons are **man-made** orbiting **megastructures** that consist of an **outer metallic surface** layer, and a **hollow core**. The interior of these moons often housed population centers or entertainment facilities, with **breathable air** and large gardens.



LANDING SPOT



01 ASTEROID

CRASH SITE 125-B

1-1

The cockpit of an **A-1 Voyager** lies at the edge of a large crater. Its wings can be found just a few meters ahead. You find its engines at the center of the crater, and attached to them, a **Warp Drive**.

◆ ROLL TECH

Success ▶ You salvage the Drive from the shipwreck and take it to your ship.

Failure ▶ Its circuitry breaks as you pull it out, rendering it useless. Lose **3 Energy**.

ASTEROID CANTINA

1-2

The smell of alcohol and smoked spices lures you into a busy cantina. Speeder bikes rest on the outside of the bar, while the crew of a small cargo ship stacks boxes of bottles and frozen food behind the building. You enter through the main door and immerse yourself in its atmosphere. A jazz band provides the soundtrack to a night of entertainment, as outlaws and bounty hunters drink and gamble.

▶ You may buy **Stardust™ Soda** or **Zero-G Liquor** from the cantina.

-2☠ ▶ Your presence at the bar raises a few eyebrows. A **Space Pirate** confronts you about your bad relationship with the Syndicate.

Play dice ▶ Join the outcasts for a game of dice. Bet any amount of Serum you wish and roll two d10. If you get a 10, you double your money. If you get two 10s, you triple it. If you don't get any, you lose it all.

THE OBELISK

1-3

An obsidian obelisk rises from the asteroid's surface. Rock and stone crystals grow out of its base and into the ground, as if roots from an ancient tree. You place your palms on its rugged face. A deep vibration runs through your entire skeleton.

▶ Your character's life flashes before their eyes. As if immersed in a dream, they relive a memory of their past. It almost feels real. **[+2☠]**

▶ What memory do they experience?

STORAGE SILO

1-4

You follow a series of marks on the asteroid's surface, belonging to a dual-tracked cargo vehicle. The trail ends at the entrance to a man-made cave, most likely from a previous mining operation. The light of your flashlight guides you through the dark cavern until you reach a rectangular-shaped facility made out of light steel panels. Inside, a number of spacecraft parts are stored in tall shelves. You conclude that the building must have been used as a hidden storage silo during war-time operations.

▶ You find a set of **Ion Engines**.

SPEEDER CHASE

1-5

The loud buzzing growl of speeder bike engines deafens you for a few seconds. When you regain your senses, you find yourself ambushed by 3 **Edge-Worlders** riding run-down hover-bike models. Surrounded, you can't do much while they steal from you.

▶ You lose your first two inventory **items** and half of your **Serum** [rounding up].

As they speed off, your quick reaction time helps you knock one of the hostiles off their vehicle. You get on his ride and chase the other two thieves.

▶ Fight the enemies to recover your stolen goods. You must **◆ ROLL GRACE** every time you attack with a **weapon** or **cybertech** skill to determine if you manage to hit while driving the bike at the same time.

SMUGGLER'S PALACE

1-6

The asteroid houses a tucked away mansion, with walls of carved sandstone and quartz. The cherished home of an infamous crime boss, built with dirty money from their interstellar drug trade cartel. Now the mansion is abandoned, collecting dust and radiation from outer space. You access the local computer terminal, and discover that the owner is now locked up in an underwater prison on an Aquarian planet, 2 tiles north.

▶ You find a hidden safe behind a cabinet, containing **100\$** and 2 random **narcobiotics**.

CRATER MOON 02

ANTI-AIR DEFENSES

2-1

Your spaceship is targeted by a series of anti-air missiles as you enter the lunar atmosphere. An automatic defense protocol from Old World military bases. You fly at max speed and try to perform a quick aerial maneuver to escape their tracking system.

◆ ROLL GRACE

Success ▶ You avoid the attack with a split S maneuver. [+1⊗]

Failure ▶ One of the projectiles hits your right wing. Lose 6 Hull.

ASTRAL CARTOGRAPH

2-2

A glass and silver dome covers the roof of a small lunar colony station. Inside of the abandoned research facility, you find a plethora of maps and scientific equipment, including various soil samples from every known type of planet and satellite. The largest chamber at the lunar base contains a recreation of the local star system. Its clockwork mechanism makes the small planets orbit around the central star, with accurate scale and velocity. Large portions of the map are missing due to damage or lack of knowledge.

▶ You discover the location of a new **planet**, select an unexplored hex on your map and roll for a random planet type. It has two orbiting **satellites**.

METEOR FALL

2-3

The sky turns unbearably bright for an instant. You witness a medium-sized meteor approach the lunar atmosphere at increasing speed. Suddenly, it becomes engulfed in flames and slows down, before splitting into dozens of smaller meteors. The falling celestial objects rain over the surface of the moon, painting the sky with purple and orange colors. Most of the small rocks disintegrate before reaching solid ground, but a few are able to impact, causing a series of seismic alterations.

▶ Your character makes a wish while observing the meteors fall. [+2⊗]

KNOWLEDGE IS POWER

2-4

Tucked away behind a mountain valley, the Medusa Sector guards a secret surveillance facility. In its control room, hundreds of screens show camera and information feeds from every planet and settlement in the system. A single hexa-core computer terminal uploads all the processed information to the Cybersphere. It safeguards the code of a powerful **MASTER HACK**.

+3⊗ ▶ You request access to the facility, displaying your faction credentials.

Fight the guards ▶ A **Cyber-Terrorist** protects the main entrance, along with 2 **Automaton Bots** under their control. [-1⊗ **Favor**]

Infiltrate ▶ ◆ ROLL GRACE against the **Cyber-Terrorist**. If you win, you are able to swiftly enter the building without them noticing.

▶ Once inside the facility, you obtain a copy of the **MASTER HACK** and a **Data Shard**.

COLONY POD

2-5

Your radar's topographic map shows a small circular building located a few kilometers to the north. After speeding through the lunar terrain at low gravity, you find a single colony pod. Expandable and easy to transport housing and research units employed during the exploration age. Their ease of use and maintenance allowed for the settling of hundreds of planets and moons in the span of a few decades.

▶ You find a **Health Pack** and 2 **Terraforming Seeds** inside the pod.

LAST BREATH

2-6

An old **Android Synth** drags their dying body through the ground. More than 50 years have passed since the date of their planned obsolescence. Fifty years evading death. But the time has finally come, their body is now damaged beyond repair.

Aid the robot ▶ Give the android 8 **Energy** to prolong their life for a few more days. [+1⊗]

Let them die ▶ Stand still as the light fades from their synthetic eyes. You may take 2 **Energy Cells** from their body.

03 NUCLEAR MOON

RED FOREST

3-1

An ancient terraformed forest destroyed by ionizing radiation. Kilometers of flora and vegetation turned into a ginger-colored dead forest, product of chemical damage. Suddenly, you are attacked by a mutated **Dust Wasp**, protecting its territory.

► Nuclear mutations give the insect **+15 Max HP**.

NUCLEAR INCURSION

3-2

The needle of your Geiger counter begins to shake uncontrollably, moving quickly toward the left. Five. Twelve. Thirty-one. Fifty-two. One hundred. The radiation meter increases faster than you can count as you approach your destination: facility NR-L3-0618, a nuclear reactor. An unidentified explosion caused a massive breach on its side, collapsing half of the building and exposing the radiated core. Over a hundred years have passed since that incident. Your spacesuit is capable of protecting you from radiation, but overexposure can cause unforeseen damage.

Enter the facility ► You set foot inside the power plant. You have 15 minutes to explore it and salvage anything of value before the radiation kicks in. A **Deepworm** attacks you inside the building. You must defeat it in 3 turns or your time will run out. If it does, roll for an **Abyssal Scar**.

Explore with a drone ► If you have a **DRONE** system, you may use it to infiltrate the building remotely. Lose **5 Energy**.

► You find 3 **Power Cells**, a random **HACK**, and 2 **Data Shards** inside.

ACID RAIN

3-3

Clouds gather above you while traversing the planet's landscape. The grey and green gloom of the sky brings with it acid rain. A few drops fall on the ground near you, harming every living being it touches.

◆ ROLL GRACE

Success ► You sprint across the terrain and find a refuge under an arched cliff. **[+10]**

Failure ► You can't find shelter in time and get hit by the corrosive rain. Lose **6 Health**.

LUNAR GRAVEYARD

3-4

A lunar colony settlement lies buried under a lake of sulfur. As you walk through the remains, you find several bodies, now turned into frozen skeletons after the corrosive atmosphere disintegrated their flesh.

► You find a **BurnPatch** and a **ShieldStim** inside.

ABANDONED SHIP

3-5

You find an abandoned **Twinrotor Hauler** at the center of a crater. The navigation controls are still operative, and its engines have power. Something must have made the crew leave the starship suddenly. Three hundred meters to the east, you find the bodies of four crewmembers, with giant claw marks and corrosive wounds.

► You retrieve 2 **Health Packs** from them.

THE HUNT

3-6

Protected by your spacesuit, you advance through a barren swamp. Night falls over the Nuclear Moon, plunging the surrounding environment into near total darkness. A red dot glows on the left side of your chest. Suddenly, a hooded figure emerges from behind a dead mangrove tree. The man holds a high-caliber gravity rifle, its sights firmly pointed at your heart. He stares into your eyes for a few seconds and drops his weapon. 'You scared me. I thought you were the beast.' He lowers his hood. His face is stern, scarred, and mature. You sense a deep melancholy buried behind his green eyes. 'I've been hunting the beast for three weeks. Me and my crew landed on this moon some time ago. I was the only one left after the beast attacked. I can't leave this hellhole without avenging them.'

Join the hunt ► Help the man search for the alien beast. After a few hours, it appears, attracted by your smell. A **Mutated Chimaera** comes out of the depths of the swamp.

► Nuclear mutations give the beast **+10 Max HP**. The hunter deals **d12** damage to the enemy per turn. If you don't defeat the enemy in 5 turns, it attacks the hunter, killing him. You may loot a **Gravity Rifle** from his body.

FROST MOON 04

SNOWFALL

4-1

You walk through a frozen sierra. The high-speed winds and air pressure increase the difficulty of the climb. As you take a break to rest and breathe before continuing on your path, the ground beneath you begins to vibrate. An entire layer of snow precipitates from the side of the mountain, triggering a chain of icefalls that converge into a massive avalanche.

◆ ROLL VIGOR

Success ▶ You manage to evade the center of the avalanche and grab onto a tree, avoiding the snowfall. [+1⊗]

Failure ▶ You are caught by the falling snow, and crushed by its weight. Lose 7 **Health**.

ALONE IN THE ARCTIC

4-2

You stumble upon the ruins of a lunar colony, covered in snow. Some of its buildings have been rebuilt, their walls patched with metal scraps and wood planks. A pillar of smoke emerges from the inside of one of the houses. Three **Edge-Worlders** have turned this encampment into their home. They speak in a rare dialect unfamiliar to you, but you are able to communicate through your ship's computer terminal. The men are wary of strangers, yet visibly excited to interact with another human being after so many years alone.

▶ You may spend the night with them and restore your **Health** and **Energy** back to 20.

OPEN YOUR MIND

4-3

A **Synth Apostle** stands on the edge of a cliff among a snow storm. The red lights on their eyes cut through the fog like sharp daggers. They walk toward you and place their hand on your forehead. A glowing symbol on their palm illuminates your face. 'Open your mind to the prophet's light.'

+3⊗ ▶ Unlock your mental terminal and let the apostle manipulate your system's code. Gain a random **MASTER HACK**. [+1⊗ **Favor**]

Accept ▶ He updates your operating system. Gain a random **HACK**. [+1⊗ **Favor**]

Reject ▶ Fight the robot. [-1⊗ **Favor**]

BLIZZARD

4-4

Intense, cold hail bombards the surface of the moon, with little regard for any living being in its path. You find shelter from the incoming blizzard in a small cave on the mountainside. As you are about to light a fire to keep you warm, a hostile **Deepworm** attacks you, attracted by your scent.

ON THIN ICE

4-5

You finally reach the ocean side, only to discover that the entire stretch of land you have been traversing is the top of a giant iceberg. You find a broken underwater robot while walking across the frozen beach.

▶ You take 2 **Energy Cells** from it.

FROSTPEAK BASE

4-6

A column of rebel soldiers advances slowly through the snowy landscape. The strong winds and dense fog make their travel hard and strenuous. Two of their own have already perished under the extreme conditions, yet their mission must still be completed: reaching MO-S-926, an abandoned Old World military base at the top of the mountain peak. A recent intelligence report suggests that there is powerful technology still intact inside the facility. One of the rebel scouts spots you and urges the whole group to advance toward your position.

-2⊗ ▶ You are identified by a **Guerrilla Commander** as an enemy of WAR6. He attacks you, along with 2 **Rebel Soldiers**.

Join the expedition ▶ They offer to climb the mountain trail together. Joining forces will make reaching the base a less daunting task.

Go alone ▶ You decide to climb the mountain by yourself, turning down their help.

◆ **ROLL VIGOR** to determine if you are able to make it through and reach the top. If you are traveling with the rebels, add a +4 **bonus** to the Player Die.

▶ If you make it to the top, you are able to retrieve a random **cybertech** implant from the base. If you did it alone, you may also take 75% and a random **ranged weapon mod**.

05 VOLCANIC MOON

VOLCANIC ERUPTION

5-1

The throat of a dormant volcano begins to tremble and groan. Columns of fire erupt from its crater for the first time in centuries. Lava and ash roll down its sides and a huge cloud of toxic fumes appears above it. You run back to your spaceship, attempting to escape the incoming disaster.

◆ ROLL GRACE

Success ▶ Your adept piloting skills help you dodge the falling rocks and flames. [+1⚡]

Failure ▶ The volcanic ash clouds your vision, covering the view from your cockpit. Your ship is hit by small rocks, catapulted from the volcano. Lose 7 Hull.

DOMED LIFE

5-2

The lunar atmosphere is incompatible with human or alien life. Toxic gases and fumes fill the air, making it impossible to breathe without your spacesuit. Despite the hostile atmospheric conditions, you encounter a circular patch of terraformed terrain covered in grass and vegetation. At the center of the strange circle of land, a vertical cylinder stands meters above ground level, like a totem. The machine is an experimental inhibitor, powered by energy cells, and capable of generating a small breathable atmosphere even in the harshest of conditions.

Take the batteries ▶ Steal 3 Energy Cells from the inhibitor. The plants die immediately.

Grab the seeds ▶ Take 2 Terraforming Seeds from the soil. They lack enough sunlight to grow on this moon. You may take them to another planet and plant them.

THERMAL HALLUCINATION

5-3

Prolonged exposure to high temperatures and toxic atmospheres forces your body into a hallucinatory state. You lose track of time, as your head begins to spin. You wake up hours later, drenched in sweat and fighting a throbbing headache.

▶ You have -1 to every stat until you reach a Settlement or consume a Health Pack.

CASKET OF ASH

5-4

The corpses of an entire army squadron lie buried beneath the ash. You make the effort to pull one of the calcined skeletons out of the ground, in search of any valuable items or information that could reveal their allegiance. Nothing. You keep digging into the scorched soil, eventually discovering the top of a small set of subterranean ruins. A village rests under the surface, perfectly preserved beneath the layers of solidified ash on top of it. After a shot from your weapon, the roof of one of the buried buildings breaks, allowing you to enter from above.

▶ You find 2 Flash Rounds and a bottle of Zero-G Liquor inside.

MELTED MINDS

5-5

An ISF patrol engages in a skirmish against a group of androids. One of the soldiers screams for help and explains the situation to you. The high temperatures have melted the robots' circuits, causing malfunctions and errors in their code, turning them hostile in the process. A synth on the verge of death tries to send a secret message to your mental cortex system, arguing that the malfunction is not due to the heat, but because of an alteration to their code, implanted by the soldiers.

Destroy the robots ▶ Help the soldiers put an end to the fight. Destroy 3 Android Synths. You are rewarded with 95%. [+1⚡ Favor] [-1⚡]

Finish off the patrol ▶ Side with the synths and fight 3 ISF Soldiers. The robots offer you a random cybertech, taken from a dying robot. [+1⚡ Favor] [-1⚡]

INFERNO SHELTER

5-6

The valve of a circular iron hatch protrudes from the ground. You turn it, activating the mechanism and opening the entrance to an underground shelter. The local terminal is broken, leaving you with no solid information about the building's owner.

▶ You find an armor stand inside, displaying a Hades IV armor set.

HOLLOW MOON 06

FAIRY SONG ONLINE

6-1

Rotating holo screens display a vast and beautiful virtual world. They are ads for an Old World videogame: **Fairy Song Online**. The game servers stopped working after the apocalypse. However, an urban legend claims that its digital world is still alive.

► You find a random **HACK** in a PC terminal.

ANDROID FACTORY

6-2

A gigantic industrial complex occupies over half of the moon's surface. Kilometers and kilometers of factory buildings and power generators, all connected by an underground system of conveyor belts. Robotic arms arrange various complex components, manufactured by different branches of the factory line, and assemble them into a final robot model. You have discovered the location of one of the largest android factories still in operation. The lights flicker before a total blackout hits the facility. The building is under attack by the Medusa Sector. A group of androids prepares to repel the incoming attack.

Defend the factory ► Side with the synths and fight a **Cyber-Terrorist** and a **Nethacker**. Gain a random **cybertech**. [+1🎲 Favor] [-1🎲]

Kill the androids ► Help the attackers and fight the **Synth Apostle** while the others take care of the soldiers. They reward you with a random **MASTER HACK**. [+1🎲 Favor] [-1🎲]

GAME OVER

6-3

Your starship's navigational controls stop working. The Y and X coordinates flip, causing the starship to spin and float upside down. The moon's cyberdefense systems might have been triggered by your arrival, infecting your starship's piloting module with a sophisticated virus.

🎲 ROLL MIND

Success ► You access the control terminal and locate the malware, successfully deleting it.

Failure ► You are not able to deactivate the virus in time. Your ship drifts around the lunar orbit for several hours before you can fix the issue. Lose **6 Fuel** and **5 Energy**.

THE SLUMS

6-4

The inner layer of the moon is severely overcrowded with low quality housing, built from metal scraps and cement. At the height of population growth during the empire age, hundreds of Hollow Moons like this one were constructed and filled with slums to house the lower classes.

► You scavenge 2 random **status cures** from one of the empty homes.

URBAN TRIBE

6-5

The moon is still inhabited, its interior populated by a small tribe of **Edge-Worlders**, descendants from the few survivors that remained in the moon after the apocalypse. They offer you to trade wares with them.

► You may buy any **melee weapons** or **melee weapon mods** from them.

STARDUST INC.

6-6

A wide hologram depicts an euphoric woman sipping from a bottle of Stardust™ Soda. Her bright smile can be seen on advertisement posters all over the galaxy. You have found the manufacturing plant of the universe's most popular soft drink. The facility is now completely nonoperational after the tragic disappearance of the company's CEO. The halt in production drastically increased the price of the remaining supply, making the drink a valuable possession.

You enter the factory building. The entire perimeter is drenched in the iconic smell of the carbonated cola. Hundreds of empty bottles sit atop shelves. You hear gunshots coming from the lower floors. A group of nomad scavengers fight against space pirates for the last box of soda bottles.

Side with the nomads ► Help the scavengers by fighting 2 **Space Pirates**.

Side with the pirates ► Defeat a **Looter** and 2 **Edge-Worlders**.

► If you defeat the enemies, you get your share of the treasure: d6 bottles of original flavor **Stardust™ Soda**. They can be sold for **100%** each, instead of their regular cost, or consumed.

ABYSSAL SCARS

CHARACTER DEATH

Abyssal Scars are strange supernatural events that have been observed to occur when living beings are close to death.

When your character reaches **0 Health** or your starship reaches **0 Hull**, you must roll a d6 on this table. If the result is **6 or higher**, your character dies. Your journey comes to an end. Start a new adventure, exploring a new system.

ADDITIONAL SCARS

If the result of your roll is **lower than 6**, your Player Character mysteriously avoids death, but now bears the mark of an **Abyssal Scar**. Set your **Health, Hull, Fuel, and Energy** to **10** and place your starship on the 'STAR' hex.

Next time you face death, add **+1** to your Abyssal Scar roll for each time you have avoided death before.

1 You wake up floating in a fluid tank, surrounded by androids, in what seems like a surgical room. They inject your spine with anesthesia as you lose conscience. You wake up again in your ship, but quickly realize something is off. They have transplanted your brain onto the body of an android. Set your **TEC to 3** and **all other stats to 0**. You have a new random **cybertech module** installed.

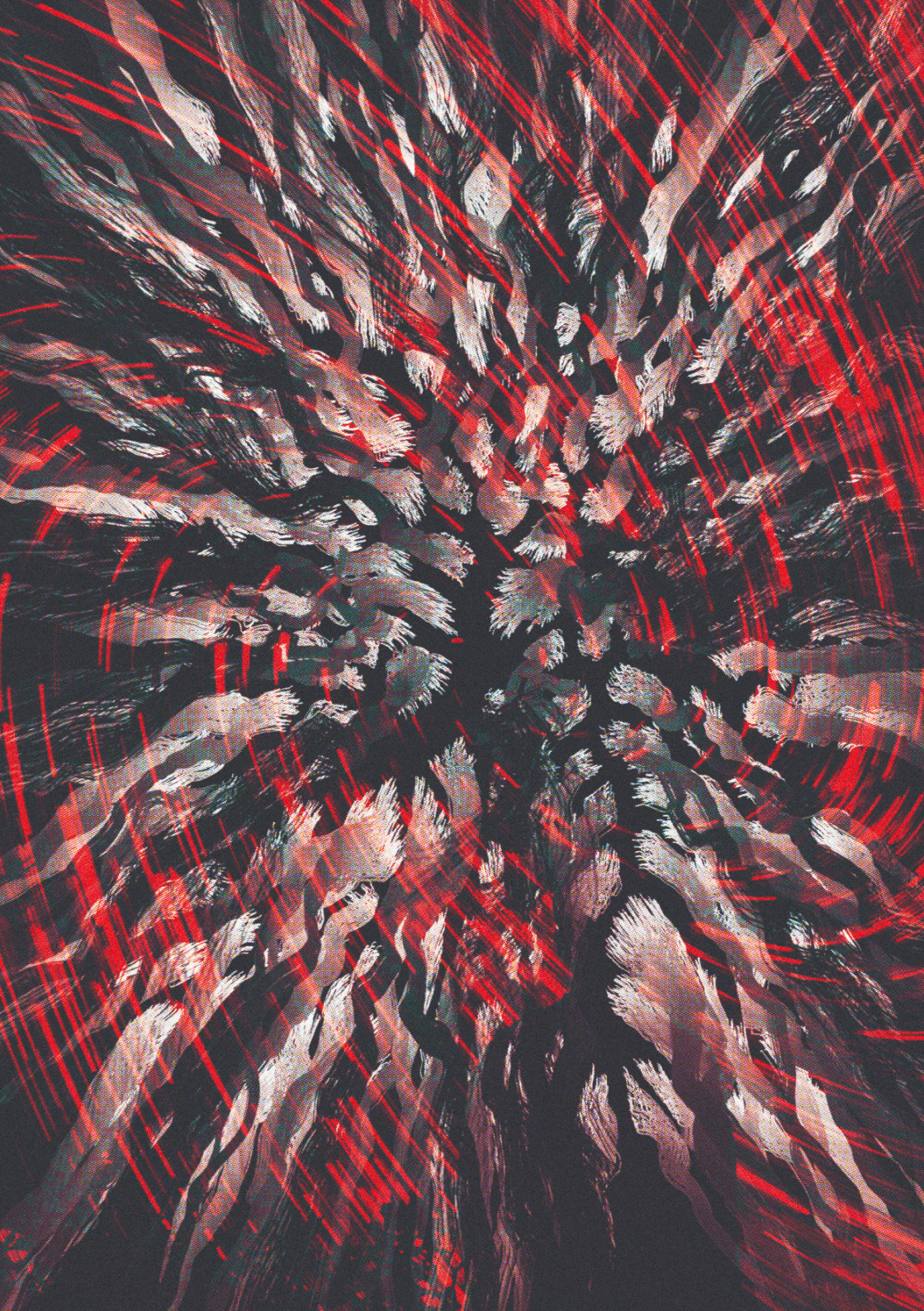
2 A flash of light blinds you. Your systems start to malfunction. A glitch in your power source electrocutes you for a few seconds. Your mental interface is cluttered with intrusive ads and viruses. Ultimately, your antivirus systems are able to reset your operating system and repair some of the damage. All **HACKS, cybertech, or any other abilities that consume Energy now cost 14 more**.

3 You feel it crawl under your skin. Something saved your life at the last second and dragged you to safety. That something has now become a part of you. An alien symbiote has entered your system. Parts of your body have mutated into viscous black fibers and your mind is partly controlled by a primal instinct. **-1 to all your stats** [you can't go below 0]. **You can no longer escape** combat encounters.

4 Time stops around you. Everything becomes static, and suddenly, your body is warped through the fourth dimension. You see the entirety of human existence before your eyes. Every time you blink, a hundred years pass. You blink again and now time moves regularly, except you are **10 years younger**. You **lose all your cybertech and EXP**.

5 You are wounded. Badly. Your body is tired and you are running out of breath. A strange silhouette stands beside you and takes you into their ship. Their face appears to warp and shift, making it impossible to recognize. They tend to your wounds and feed you. You survive, but the pain remains. You now **take 1 damage every time you lose a Challenge Roll** [ignoring Armor].

6 The void swallows your lifeless body. A thousand pale white tentacles appear from the darkness of space, pulling you into a vortex of crimson light and dark matter. You will never be heard from again. All your experiences and discoveries buried beneath endless void. **Game Over**.



F
A
C
T
I
O
N
S

&
Q
U
E
R
I
E
S



FACTIONS

FACTION FAVOR

FACTION DATA

Favor represents your reputation and social standing. Once you reach **2 Favor** with a faction, you may join them by playing through their first **faction event**. If you join a faction and your Favor drops below 2, you are **expelled** from it. After completing the first faction event, if you have not yet discovered the location of that faction's **Settlement**, place the Settlement on the unexplored tile with the lowest hex number.

? EXAMPLE If tiles 1 and 2 are explored, and 3 is empty, draw the faction's Settlement on tile 3.

FACTION EVENTS

Faction Events are narrative scenes that are triggered once you reach a certain level of Favor with a faction [2, 5, and 10 Favor].

The **first event** allows you to join the faction ranks. The **second event** represents an important mission to advance the faction's goal. For the **final event**, you will be faced with a choice between **three different endings** that will tip the balance of power between your faction and one of the other five. Reaching **7 Favor** with a Faction will also reward you with a **Warp Drive** if you haven't already acquired one.

FACTION ENCOUNTERS

- 1-2** ▶ Corsair
- 3-4** ▶ W.A.R.G.
- 5-6** ▶ Medusa
- 7-8** ▶ ISF
- 9-10** ▶ Synth Arch

When rolling for a **Faction Encounter**, use the table to the left to determine the faction.

Roll for a **neutral encounter** if you have 0 or higher Favor with the faction, and for a **hostile encounter** if you have negative Favor.

MISSIONS

Once you join a faction, you can gain a new **Mission** from it by visiting their Settlement **Headquarters**. Completing a Mission gives you **+1 Favor**, **3 EXP**, and a **random reward**.

Roll a d10 for each of the 4 elements of the Mission table to learn its details. Some mission locations are directions [3 tiles north], and others are tile types [Pirate Hideout]. In this case, you may choose any tile of that type on the map as the location. If there is no tile of that type once you explore the whole map, reroll the location.



W.A.R.G.

W.A.R.G. is the acronym for West Anchor Revolutionary Guerrillas, an insurgent group formed by workers of factory worlds and rebel groups hailing from the core world system of West Anchor.

EVENT 1

A RUSH OF ADRENALINE 2 FAVOR

'We know who you are. If you want to join our cause, you must first prove your worth. 2 tiles south.' The cryptic message appeared in your inbox a few minutes ago.

► You find a dry dwarf planet at the location described in the message. 'I knew you'd come.' A young woman stands behind you menacingly, resting her arms on the barrel of a Pulse Rifle. 'I have a good eye for recruits. I'll be relaying your missions from now on.' She draws a proud smile on her lips before handing you a **Gravity Rifle** and 3 **Frag Grenades**. Your initiation begins now. She points her finger at an abandoned cargo storage facility turned into an ISF outpost. 2 **ISF Soldiers** guard the entrance. She gives you the order to attack. [-1⊕ Favor]

EVENT 2

THE WOLF'S BANE 5 FAVOR

Another message appears in your inbox. Your next mission is crucial: blow up a shipment of weapons headed to arm enemy front lines. The ship is located 4 tiles north.

► Destroy a **Storpredator** protecting the transport vessel. You infiltrate the giant freighter and meet your commander. She guides you to the engine room and begins assembling the explosive charges. Time is running out. 2 **Mercenary** security guards rush toward your position and attack you. After you defeat them, she gives you her dog tag and urges you to escape. 'I must stay to ensure the entire ship is destroyed. Leave before it's too late. It's an order.' Her sacrifice for the cause significantly weakened the ISF's war efforts. You take her place as **Guerrilla Commander**. Gain a **Mercurian Armor**.

FINAL EVENT 3

GALACTIC REVOLUTION 10 FAVOR

■ **Battle of Sköll** ► The leadership decides to attack the enemy headquarters, taking advantage of the momentum generated by your commander's sacrifice. Travel to an ISF Settlement and defeat an **Edgecharger W** and 2 **Vector Ace Fighters**. **Effect** ► The Settlement is destroyed. **WARG gains control of all ISF tiles** in the system. [-10⊕ Favor]

■ **No Gods, No Masters** ► Humans shall not be replaced by machines. The Synth Arch's religious faith is a threat to the revolutionary cause. Travel to a Synth Settlement and fight 2 **Synth Apostles**. **Effect** ► The Settlement is now under WARG control. If your character has no cybertech implants, gain +5 VIG and +5 GRA. [-10⊗ Favor]

■ **United Uprising** ► The liberation of the oppressed must take priority before war gains. Travel to an Outer Ring planet and free the local population. Fight an **Outer Ring Crime Boss** and 2 **Mercenaries**. **Effect** ► Gain +4 EXP every time you gain an Affinity point. Recruited crewmembers start with 2 **Active Skills** unlocked.

To complete a REVOLT MISSION, you must carry out the **objective** at the designated **location**. When you arrive at the location hex, roll for a **complication**. If the mission is successful, you will receive a **reward**.

MISSIONS

- 1 OBJECTIVE
- 2 LOCATION
- 3 COMPLICATION
- 4 REWARD

REVOLT MISSIONS

Spread sympathy for the cause among locals. Hang propaganda posters and install a radio antenna for WARG broadcasts.	3 Tiles North	1
Attack a Shell-4 Transporter carrying supplies and weapons for an ISF outpost on a nearby planet. [-1⚡ Favor]	3 Tiles Northwest	2
Destroy an outlaw Epsilon Interceptor ship that has been looting and terrorizing defenseless civilian vessels.	3 Tiles Northeast	3
Strike back at a Medusa Sector base, where they store stolen WARG data. Fight 2 NetHackers there. [-1⚡ Favor]	3 Tiles South	4
Infiltrate a large industrial weapon manufacturing facility and steal weapons and supplies for the cause.	3 Tiles Southwest	5
Fabricate explosives with the materials provided inside a secret stash. Gain as many random grenades as your TEC stat.	3 Tiles Southeast	6
Take over a crucial ISF outpost located in a key strategic spot. Fight an ISF Sentinel there. [-1⚡ Favor]	Sylvanian Planet	7
Help a group of workers protect their starship from a bounty hunter. Destroy a Starpredator ship. [-1⚡ Favor]	Crater Moon	8
Attack the base of a renowned mercenary group , which has been hired to fight against us. Eliminate 2 Mercenaries .	Frost Moon	9
It's your turn to act. Plant a powerful explosive at an oil refinery station and escape without a trace.	Settlement	10
OBJECTIVE	LOCATION	

Your starship is chased by an ISF soldier patrol crew piloting an Orion Moth . They attack your vessel before you land.	Random Ranged Weapon	1
You enter the range of a detection radar . To remain undetected, you must spend 4 Fuel to fly around its sensor range.	Random Melee Weapon	2
Two looters flying aboard Smuggler Speeders intercept your signal and attempt to steal your cargo.	3 Random Grenades	3
Your ship is struck by high-speed orbital debris before arriving to the destination. Lose 3 Hull and 3 Energy .	Random Ranged Mod	4
You are attacked by a military drone that tries to shoot you. The Drone Operator can't be far from here.	Random Melee Mod	5
Two Android Synths are agitated by your presence and aim their weapons at you. They ask you to reveal your mission or be shot.	Berserk Turrets	6
Your try to steer your ship away from a strong gravitational well. ⚡ ROLL GRACE Success ▶ [+1⚡] Failure ▶ Lose 5 Fuel and 6 Energy .	Stardagger Deck	7
A Bounty Hunter who has been trailing your steps reveals himself. He has been contracted to kill you before you can carry out your mission.	Glaive Lasers	8
The cockpit is covered in dust. You try to perform an emergency landing. ⚡ ROLL GRACE Success ▶ [+1⚡] Failure ▶ Lose 6 Hull and 4 Health .	Random Armor Set	9
Two hostile Voidcrawlers jump at you from the shadows and begin to bite into your armor. You must eliminate them before they eat you.	Particle Cannons	10
COMPLICATION	REWARD	

NEUTRAL ENCOUNTERS

DATA/NEUTRAL



1 You make a quick stop at a small **asteroid station**. A group of WARG rebels is setting up a temporary outpost there. One of the guerrilla fighters approaches you and offers entry into their encampment.

Eat with the rebels ▶ Restore your **Health** and **Energy** back to 20. [+1♣ Favor]

Refuse their offer ▶ You may reveal the location of the hidden encampment to any ISF operative you meet in exchange for 100* and +1♣ Favor.

2 A modified **Snowstorm Delta** ship carries an entire WARG rebel squadron to the front lines. The squadron commander contacts your ship through radio, and asks if you are willing to supply them with spare **weapons** or **weapon mods**, since they don't have enough to arm every fighter.

Supply armament ▶ You may give them as many weapons, weapon mods, and grenades as you choose. They will reward you with 2 **Energy Cells** for each. [+1♣ Favor]

3 The cockpit of a **Duskwing** fighter is scarred with laser cuts and bullet holes. The ship has barely survived a battle against a much larger ISF mothership. Its mechanic asks for your help. They have sustained significant damage to their navigation sensors, and she fears they may stop working soon. You may try to help by spending 15 **Scraps**.

♦ **ROLL TECH Success** ▶ You use spare metal parts to weld the connectors. [+1♣ Favor]

Failure ▶ The navigation system is too damaged for you to repair. Lose 3 **Energy**.

4 Your radar detects an unusual movement pattern coming from a **Vector-7 Mantis** that is approaching your coordinates. The pilot, a young woman dressed in a tribal scarf and combat armor, has a strange proposition for you: exchanging ships. She explains that she's carrying out a mission and needs a new ship to infiltrate enemy airspace without raising suspicion.

Accept ▶ Your starship is now a battle-ready **Vector-7 Mantis** manufactured by WARG. [+1♣ Favor]

Reject ▶ The pilot's expression turns bitter. She warps her starship to another location.

5 A speeding **Vector-7 Mantis** suddenly stops beside your starship. The pilot, agitated and nervous, tries to explain that his ship is being **chased by ISF security**. He desperately needs to get rid of all the illegal items he is transporting: high-power explosives for an upcoming eco-terrorist mission. He begs you to take the cargo.

Accept ▶ Gain 2 **Frag Grenades** and 3 random **grenades**. Fight an ISF **A-1 Voyager**. [+1♣ Favor]

Reject ▶ The ship is destroyed by the security vessel. [-1♣ Favor]

6 A **desperate crewmember** tries to contact your ship repeatedly through comms. They are part of a **WARG recon squad** and their starship, a **Starpredator**, is under attack and needs urgent combat support. Unknowingly, they had been carrying an alien egg in their cargo hold, which has now hatched into a **Mutated Chimæra**. The beast has already devoured two rebels.

Fight the alien ▶ Enter the ship and fight the creature. Gain 80 **Scraps**. [+1♣ Favor]

Ignore their request ▶ The beast is too dangerous a risk to your life. You speed past the ship.

FACTION GOALS

W.A.R.G. has one core goal: **revolution**. To overthrow both the previous imperial authority and the current post-apocalyptic structures of power. According to them, humanity can only be rebuilt through a new egalitarian social system. At the local level, W.A.R.G. concentrates its efforts on organizing insurgent guerrilla forces and sabotaging enemy objectives.

Despite its apparent unity, its long-term plans are not clear. Within the faction, there are different ideological currents: **Universalists** - those who want to decentralize power among various liberated systems, **Unitarians** - who prioritize revolution in a strong central system, and **Orbitals** - who argue in favor of planetary governing structures instead of universal ones.

DATA



HOSTILE ENCOUNTERS

Rebels don't take kindly to those who oppose them or obstruct their goals. Negative Favor and your poor reputation with the faction has put you on their radar. Your coordinates have been compromised. Your starship has been located by a **high-precision radio antenna** located on a neighboring mesoplanet base. Two **Vector Ace Fighters** take off from its hangar determined to destroy your vessel.

You encounter a lone **Rebel Fighter**, setting up camp on a deserted **man-made moon**. You observe the soldier from a distance, as they fabricate explosives for a future sabotage mission. Alerted by the sound of your steps, the soldier raises their head and rushes to their backpack. They pull out a modified pistol from it, and start shooting at you while accelerating toward your position on a speeder bike.
▶ After defeating them, loot a **Laser Blaster** with a **Reflex Sight** mod from the rebel.

Your ears ring after a **loud explosive** is set off inside of your vessel as you travel toward your destination. In a sudden movement, you set the navigation control to auto-pilot and grab your weapon. You try to locate the source of the explosion with the help of a flashlight, but are surprised by gunshots coming from your cargo hold. A **Guerrilla Commander** infiltrated your ship during your last stop, and waited for the perfect moment to attack. They point their Pulse Rifle toward you and begin to fire.

A recent successful military campaign has allowed WARG to gain aerial control over this sector of the system. You are now crossing **guerrilla territory**. A **Vector-7 Mantis** and a **Duskwing** fly toward your current coordinates, prepared to defend their turf. The enemy vessels waste no time and launch a parallel attack from both your left and right flanks, leaving you no other option but to defeat them to survive.
▶ Once they are defeated, gain a **Velocity Rockets** module from the rebel starship.

A high command of guerrilla forces has been tasked with eliminating you. The **rebels prepare an ambush** as your ship crosses an abandoned space station. EMP inhibitors hidden inside the station weaken your protective barrier for a few seconds, enough time for two **Rebel Fighters** to warp inside your ship before the next electromagnetic round can be loaded. A **WARG Major General** teleports inside your ship and joins the attack when the last rebel fighter is defeated.

You are within range of a **gigantic WARG mothership**. The flying fortress is a redesigned **Tarrasque Titan** model, reinforced with grey armor plating. Stolen from a captured ISF base, the spacecraft has had its Intersolar insignias replaced with WARG graffiti symbols. Its crew of rebels man the cannons and laser turrets, ready to launch an imminent attack on your starship.
▶ Due to its armor plating, the enemy starship starts combat with an additional **+10 Hull**.

d6 STARSHIP FIGHTS

- 1 ▶ Duskwing
- 2 ▶ Vector-7 Mantis
- 3 ▶ Snowstorm Delta
- 4 ▶ Epsilon Interceptor
- 5 ▶ Starpredator
- 6 ▶ Tarrasque Titan

TABLE

d6 WARG TROOPS

- 1 ▶ 2 Rebel Fighters
- 2 ▶ Rebel Fighter & 2 Bull. Hunters
- 3 ▶ 4 Rebel Fighters
- 4 ▶ Gue. Commander & 2 Rebel Fighters
- 5 ▶ 3 Guerrilla Commanders
- 6 ▶ WARG Major General

TABLE



INTERSOLAR FEDERATION

Built from the last remnants of the galactic empires that ruled the universe before the apocalypse, the Intersolar Federation is the de facto trade authority in this universe.

INTERSOLAR TRADING LICENSE *2 FAVOR*

A **Torrasque Titan** approaches your ship, the ISF standard printed on its four large thrusters. You are given permission to land on its flight deck. Two mechanics begin work on your ship as you leave the cockpit. [Restore **20 Hull & Fuel**]

'Name's Ares, welcome to the team' - a dashing **ISF Sentinel** takes off his helmet and gives you a firm handshake. 'I'll be relaying your missions from HQ from now on, make sure to keep an eye on your quest log and I won't bother you too much.' He winks and gives you a pat on the shoulder before leaving.

You receive an **Ion Carbine** and a **Trading License**.

WARDEN PROTOCOL *5 FAVOR*

Your outstanding service to the Intersolar cause has caught the leadership's attention. A letter of recommendation from Ares has granted you a higher rank in the ISF pyramid: you are now an official **ISF Sentinel**. Your next mission is of utmost importance - you must protect a fragile **Beluga Transporter** ship carrying secret government data from one end of the system to the other.

► Travel to tile 25 on your Star System Map. Once there, you must protect the cargo ship on their way to tile 36. You may follow any route to the destination you prefer. Every time you move to a new tile during this mission, roll a d6. If the result is 1, you must roll for a random hostile faction encounter. Gain an **Athena X** armor set.

CODE OF GALACTIC LAW *10 FAVOR*

■ **Law and Order** ► Fight a **The Claw** mothership and 2 **Vector-7 Mantis** ships, eliminating the flagship of the space pirate fleet that rules this quadrant. **Effect** ► All **Pirate Hideouts in the system are destroyed**. From now on, roll a d6 before encountering a hostile ship. If the result is 4 or higher, you avoid the encounter. [-10 Favor]

■ **Counter-Terrorism** ► Put an end to the local conflict with WARG. Travel to a WARG Settlement and fight a **WARG Major General** and 2 **Guerrilla Commanders**, claiming the station for the ISF. **Effect** ► The Settlement is now under ISF control. **ISF gains control of all WARG tiles in the system.** [-10 Favor]

■ **Astrobiology** ► Revitalize the ecosystem by planting a Terraform Seed on every planet. To do so, you receive 6 **Terraform Seeds**. **Effect** ► When you encounter an **alien creature**, you may perform a Social Roll to **tame it and add it to your crew**. They are controlled by a PC, just like crewmembers. You can only have 1 alien companion.

To complete a TRANSPORT MISSION, you must deliver the **cargo** to the designated **destination**. When your ship enters the tile adjacent to the destination, roll for a **complication**. If the cargo arrives undamaged, you will receive a **reward**.

MISSIONS

- 1 CARGO
- 2 DESTINATION
- 3 COMPLICATION
- 4 REWARD

TRANSPORT MISSIONS

Fugitive from a high-security prison, cuffed and restrained. The subject must be transferred to ISF forces at the destination.	5 Tiles Southwest	1
Expensive and fragile cargo, containing bottles of aged liquor that predate the fall of the Old World.	5 Tiles Northeast	2
A cylindrical orange container marked with hazard signs. It contains radioactive materials from a Nuclear Moon.	5 Tiles South	3
Large boxes of soil from a terraformed planet . Scientists await its delivery to study its mineral and geological qualities.	Asteroid Sea	4
A sophisticated satellite , recently repaired and ready to be set in orbit again at the destination.	4 Tiles Northwest	5
Food and supplies for a squadron of ISF soldiers deployed on a counter-terrorism mission against WARG.	Helios Farm	6
Three heavy metallic boxes that contain powerful computer terminals from a derelict space station telescope.	4 Tiles North	7
A robust metal safe containing thousands of digital Serum codes, ready to be transferred to the trade authority headquarters.	Research Outpost	8
Newly manufactured weapons and armor , destined for new mercenary recruits at a military training base.	4 Tiles Southeast	9
The crew of an ISF cargo ship , recently attacked by space pirates. You gain +1 Action Die during space combat until the mission ends.	Settlement	10
CARGO	DESTINATION	

Space pirates have located your ship. A Starpredator flies next to your vessel and fires its missiles at you.	75%	1
You try to stop falling boxes from damaging the cargo during turbulence. ❖ ROLL VIGOR Failure ▶ Lose 5 Energy . The cargo is damaged.	Repair Drones	2
One of the cargo boxes is infested with alien insects. 2 Dust Wasps attack you when you enter the cargo bay.	100%	3
Your navigation system glitches before landing. You try to reset it. ❖ ROLL MIND Failure ▶ Lose 5 Hull . The cargo is damaged.	Solar Panels	4
Your spaceship is suddenly attacked by three Vector Ace Fighters . The coordinated attack seems to have been orchestrated by WARG.	Quad Reactor	5
You approach the cargo hold of your ship, drawn by a strange smell of burnt metal. A Voidcrawler is biting a set of copper wires.	Orion Command	6
You discover an explosive inside a small package in the cargo hold. ❖ ROLL TECH Failure ▶ Lose 8 Health . The cargo is damaged.	200%	7
Your ship receives incoming fire from a hostile starship. A bounty hunter aboard a Snowstorm Delta has a contract to steal your cargo.	Warp Drive	8
You try to avoid breaking the cargo as you cross an asteroid field. ❖ ROLL GRACE Failure ▶ Lose 5 Hull . The cargo is damaged.	Apollo Cockpit	9
A gang of 3 Looters wants to steal your cargo. They infiltrate your spaceship's security and attack you from the inside.	Ion Engines	10
COMPLICATION	REWARD	

NEUTRAL ENCOUNTERS



DATA/NEUTRAL

1

A **Twinrotor Hauler** ship appears to move around in circles. You make radio contact with the vessel. Its crew reveal that their navigation controls have been infected by a Medusa Sector ship, and their data stolen by hackers.

Chase the hackers ▶ You track down the fleeing Medusa ship, an **Orion Moth**, and fight it to retrieve the data. Gain **100*** as a reward. [-1* Favor]

Transport the crew ▶ Take the crew to the nearest Settlement. [+1* Favor]

2

You cross paths with a **Shell-4 Transporter**, a fortified merchant ship carrying supplies to an ISF outpost on a nearby planet. The ship's captain, a veteran **ISF Sentinel** contacts you through a hologram message. His voice is mature, yet gentle. He has a carbon eyepatch over his right eye, and a long grey beard. He encourages you to dock to his vessel and trade with them.

▶ You may buy any **armor set**, **weapon**, or **weapon mod** from the freighter ship.

3

A gigantic **Edgecharger W** cargo ship is docked in an orbiting trading hub. Hundreds of metal containers are loaded into its cargo bay while a group of engineers fix its engine.

'Our engine failed before reaching our next stop. We will miss the deadline on the shipment.' - a **Merchant** comments. He thinks for a few seconds and then offers to pay you **100*** if you deliver the cargo to the nearest Settlement.

Accept ▶ Load two cargo containers on your ship and deliver them. [+1* Favor]

4

You come across two ISF starships, a **Vector Ace Fighter** and a **Twinrotor Hauler**. They are placing dozens of stealth mines in the area, anticipating an incoming battle against WARG forces. But time is running out for the two small ships. They ask for your help laying the minefield in exchange for Serum.

Accept ▶ Lose **6 Fuel** while planting mines. Gain **120***. [+1* Favor]

Reject their proposal ▶ You don't have the time or fuel to spend fighting other people's wars.

5

You stop your ship suddenly, surprised by a series of bright flashes of cyan light. Once they are only a few hundreds of meters away, you discover their source: an ISF **Beluga Transporter**, powered by a malfunctioning warp engine. The merchant guild that operates the ship asks you for help. If you fix their engine, you get to keep their teleportation drive.

◆ **ROLL VIGOR Success** ▶ You gently pull the **Warp Drive** from the unstable engine. [+1* Favor]

Failure ▶ The fragile technology breaks while handling it. Lose **3 Energy**.

6

You dock your ship to a modern orbital space station. The small station is equipped with a laboratory module and biochemical hardware and is inhabited by three **Scientists** and two **ISF Soldiers** in charge of security. One of the scientists offers to fully restore your Health if needed, and asks if you would be interested in helping with one of his research projects.

Accept ▶ He gives you **3 Terraform Seeds** and asks you to plant each of them on a different type of planet. Once you have done so, come back and he'll reward you with **110***. [+1* Favor]

FACTION GOALS

When the ruling galactic empires of the Old World crumbled, it was evident that a new legislative structure would need to rise in its place. The initiative first came from the merchants and traders that survived the calamity. Afraid that their profitable businesses would be compromised, several trade federations, megacorporations, and independent republics united under a single banner: the **Intersolar Federation**. The newly formed faction also became a refuge for scientists and intellectuals struggling to find a place in this new galaxy.

The ISF's goal is to fight piracy and establish a moderate consensus-based order to inter-system relations and power dynamics, through a democratically elected universal council.



HOSTILE ENCOUNTERS

Pentacotahedron-shaped **research station**, its upper half is made out of transparent panels, forming a glass dome that covers the gardens and terraforming laboratories. A small group of scientists work on classified projects under the watchful eye of a network of cameras. Station security recognizes your face in the ISF criminal database record. Two **ISF Soldiers** chase you through the station and eventually corner you in a dead end.

You are stopped by an **ISF checkpoint**. A calm voice plays through your radio speaker. They ask you to open your cargo bay for a security scan. An **ISF Sentinel** enters your ship and starts checking your cargo, one by one. Just as she is about to leave, her digital watch interface emits a loud beep. Officers at the checkpoint control room have identified your spaceship and have given her the order to attack. The Sentinel obeys the order and draws her weapon.

You land on a **small moon**, its rocky landscape reflecting a maroon hue. Thousands of tiny gems and crystalline rocks cover the surface, emitting a high-pitched crackling noise with your every step. You walk a few hundred meters and discover a clandestine mining operation. A **Merchant** and their security cohort oversee a group of exploited clones as they mine into the depths of the planet, in search of rare minerals to be sold on the black market. A guard notices your presence and alerts 2 **Mercenaries**, who fire at you immediately.

You land on a **remote colony** built near a large frozen lake, in the northern hemisphere of a dwarf planet. Two **ISF Soldiers** chase a gang of speeder bike looters in the distance. Unable to catch the vehicles, the soldiers resume their regular patrol route. You try to evade them by hiding inside an abandoned building.

❖ **ROLL GRACE Success** ▶ They leave after a few minutes, allowing you to return to your ship.
Failure ▶ The soldiers find your hiding spot, attracted by the sound of your steps.

An **ISF Trade Baron** oversees a newly constructed **nuclear reactor station**, monitoring its proper operation and performance levels. The energy generated by the facility is employed in different factories and computer servers built by the YGDRSL INDUSTRIES megacorporation. The station's security cameras identify you as soon as you set foot in its hangar. The Trade Baron decides to confront you himself, thinking that defeating you and claiming your bounty will earn him a higher rank in the faction's chain of command.

Your spaceship is pushed into a **gravitational well** along with a number of other nearby vessels. Among them, you spot an imposing armored spacecraft - a **Torrasque Titan**, operated by the Intersolar Federation. The large mothership acts as a mobile military base and spaceship carrier. The starship's mission, usually tasked with providing security support to important trade routes, is now to locate and destroy your ship, as revenge for the crimes you have committed against the Federation.

d6 STARSHIP FIGHTS

- 1 ▶ Vector Ace Fighter
- 2 ▶ Beluga Transporter
- 3 ▶ Twinrotor Hauler
- 4 ▶ A-1 Voyager
- 5 ▶ Shell-4 Transporter
- 6 ▶ Edgecharger W

TABLE

d6 ISF TROOPS

- 1 ▶ 2 ISF Soldiers
- 2 ▶ ISF Soldier & 2 Merchants
- 3 ▶ ISF Sentinel & 2 ISF Soldiers
- 4 ▶ 2 ISF Sentinels
- 5 ▶ 2 ISF Sentinels & 2 ISF Soldiers
- 6 ▶ ISF Trade Baron

TABLE



MEDUSA SECTOR

The MEDUSA Sector is an anonymous and decentralized organization of hackers and cyber-terrorists, united under the goal of uncovering the secrets lost in the deepest layers of the Cybersphere.

EVENT 1

NETWORK LOGIN 2 FAVOR

A lush field of grass appears in front of you. The sky projects a monochrome blue light over the clouds. Standing in the middle of the field, a **Medusa MasterHacker** contemplates the static horizon. You try to walk toward them, but you can't move. The image that you are seeing is only a visual projection. 'Isn't it beautiful?' - they say as they spread their arms, as if trying to reach into the artificial skyline. 'This is what they took from us. But we will rebuild the Cybersphere. One day.'

You wake up from the strange dream. When you open your eyes, you realize that you have new code installed in your cerebral system. You can now receive Mission data from the Medusa Sector. Choose a **HACK** to download in one of your memory slots.

EVENT 2

INTERSYSTEM DATA HIGHWAY 5 FAVOR

A Medusa Sector deep space antenna was able to record an unusual radio signal coming from a different system. The intermittent data appears to spell out a morse code message, confirming the existence of lost Cybersphere remnants still active on local servers located on other systems. You are now tasked with the important mission of setting up an intra-system data bridge, which will allow faster communication with the quadrant where the message came from.

► Go to a Medusa Settlement and load the deep space data emitter into your ship. Travel to any Outer Ring planet to deploy it. Once there, you must defeat an android **Eclipse Warden** ship blocking your way. You receive a random **MASTER HACK** as a reward. [-1⊗ Favor]

FINAL EVENT 3

TOTAL SYSTEM RESET 10 FAVOR

■ **Security Breach** ► Protect the web from government control. Attack an ISF Settlement and deal a devastating blow to their Cybersphere authority by defeating 2 **ISF Sentinels** and an **ISF Trade Baron**. **Effect** ► The Settlement is now under Medusa control. **Medusa gains control of all ISF tiles in the system.** [-10⊗ Favor]

■ **Cyber-Warfare** ► Fight for the control of the Cybersphere against Synth forces. Infiltrate a Synth Arch Settlement and defeat a **Synth Apostle** and 2 **Android Titans**. **Effect** ► The Settlement is now under Medusa control. Choose up to 4 **Cybertech** implants to install on your character at no EXP or Serum cost. [-10⊗ Favor]

■ **The Simulation** ► Take over a Helios Farm and divert its energy toward the Medusa Headquarters to power a quantum hyper-computer. Fight an **Edgecharger W** and a **Shell-4 Transporter** to gain access to the power plant. **Effect** ► Your character has +3 MIN as long as you have 20 Energy. Gain d4 NGHTMR Keys.

To complete a CYBERSPHERE MISSION, you must install or retrieve data from the Cybersphere network, accessed through a computer terminal situated in the specified location. When you arrive at the location hex, roll for a complication. Successfully accessing the terminal will result in a reward.

MISSIONS

- 3 DATA
- 3 LOCATION
- 3 COMPLICATION
- 3 REWARD

CYBERSPHERE MISSIONS

Coordinate tracking software. Must be installed on an ISF terminal to track the location and route of all cargo ships in the system.	Asteroid Sea	1
A replicating worm virus must be uploaded to the internal network of a low-orbit planet exploration satellite. Doing so will reveal the existence of a random planet, 4 tiles north.	Pirate Hideout	2
You must enter an abandoned cloud computer terminal and backup all of its data to a Medusa server in the Cybersphere.	Helios Farm	3
Infiltrate a clandestine cybertech harvesting plant, where dead or kidnapped cyborgs are stripped of their implants. Install a virus on the facility's power generator.	Research Outpost	4
Install a trojan virus on the auto-pilot system of a starship. The virus will allow Medusa HQ to control the ship when activated.	Ecumenopolis Planet	5
HQ has received the coordinates of a relay signal emitter, used by smugglers to share the location of drug caches. Find the radio emitter and install a spyware virus on it.	Calorian Planet	6
You have been given a digital key to decrypt a message written in hexadecimal code saved in an ancient computer terminal.	Asteroid Satellite	7
You have received a data shard with ground-breaking new research on cryptovirology. Transport it to the designated location and upload its contents to a safe hard disk drive on the Medusa cloud terminal.	Crater Moon	8
Install a logic bomb virus on a computer terminal used to trade stolen starship parts between outlaws and space pirates.	Hollow Moon	9
Download all data from the terminal to a data shard. It contains the location of a WARG Settlement, hidden with a hologram system that renders it invisible. Mark the Settlement on your map, 2 tiles south.	Settlement	10
DATA	LOCATION	

A Scientist tries to stab you as enter the room. Fearful of intruders stealing their research, they have lived isolated in here for months.	3 Energy Cells	1
The computer terminal has been encrypted. You try to unlock its OS. ❖ ROLL MIND Failure ▶ Lose 3 Energy. The terminal can't be accessed.	2 Data Shards	2
The Synth Arch has deployed an Android Titan to guard the terminal, knowing that it may be hacked by Medusa Sector agents. [-1⊗ Favor]	NGHTMR Key	3
A malfunction in the wire system has cut all power to the terminal. ❖ ROLL TECH Failure ▶ Lose 4 Health. The terminal can't be accessed.	Random HACK	4
You accidentally trigger the security alarm while trying to access the computer room. Two Automaton Bots attack you.	DRONE_Ladybug	5
You are detected by an outlaw ranger that was patrolling the area in search for loot. A Bullseye Hunter attacks you.	Breach System	6
The computer has an antivirus that must be deactivated before using it. ❖ ROLL MIND Failure ▶ Lose 4 Energy. The terminal can't be accessed.	DRONE_Greyhound	7
An alien creature has turned the computer room into its lair. You must eliminate a hostile Deepworm before entering the area.	Random HACK	8
Sparks fly from the monitor as the terminal's motherboard glitches. ❖ ROLL TECH Failure ▶ Lose 5 Energy. The terminal can't be accessed.	Disruptor Beams	9
You are quickly surrounded by 3 ISF Soldiers after landing. They have discovered your mission and have a warrant for your arrest. You must fight the soldiers or abandon the mission. [-1⊗ Favor]	Random MASTER HACK	10
COMPLICATION	REWARD	

NEUTRAL ENCOUNTERS

DATA/NEUTRAL



1

A **Scientist**, aligned with the Medusa Sector, studies a broken **Tesseract** inside a compact **Twinrotor Hauler** ship equipped with a laboratory. He explains that he needs one that is not damaged to be able to understand the rare artifact.

Give him a Tesseract ▶ If you have one in your inventory, you may give it to the scientist and gain a random **MASTER HACK** and **+1 FAVOR**. If not, he gives you the location of a Synth **Eclipse Warden**, 2 tiles south. Defeat it to steal one.

2

You find a **Medusa data server** slowly orbiting the system's star. The station consists of two connected modules: a small control room, locked behind a password, and a large computer room. You advance through eight rows of massive data processing towers, searching for defense mechanisms or crewmembers. The station is empty.

+3 FAVOR ▶ HQ gives you the password to the control room. You find a **Data Shard** inside.

◆ **ROLL VIGOR Success** ▶ You force the door open. Gain a **Data Shard** and **+1 Hyperdrive**.

3

Three **Scarab Interceptor** vessels are stationed near a small dwarf planet. The planet's orbit draws a wide parable, drifting in and out of the star system with each full cycle. Its unusual movement made it the perfect spot for a large space telescope, able to cover a huge range of angles as it moves through space. Medusa-aligned operatives are extracting data from the facility to learn more about the system. ▶ You may help them by showing your **Star System Map**. If you have 12 or more Hexes explored, gain a random **HACK** and **+1 FAVOR**.

4

Repair drones fly around an ochre-colored **A-1 Voyager** spacecraft. The machines move frantically, trying to weld a new layer of titanium panels to the left wing, damaged by enemy fire in a recent looting attempt. The pilot, a **Drone Operator**, tinkers with one of the drones in her cockpit. **Use your drones** ▶ If your ship has a **Repair Drones** module, you may use it to help fix the damage. The woman rewards you with a **DRONE Greyhound**. [**+1 FAVOR**]

Repair it yourself ▶ You put on your spacesuit and fix the wing. Lose 5 Energy. [**+1 FAVOR**]

5

An **A-1 Voyager** spacecraft captured by Medusa agents. The ship used to belong to a gang of Space Pirates. The Sector was able to detect its location using their powerful radar network. Seeing that you are not a hostile, the pilot asks for your help. Part of the ship's exterior has been damaged during a previous space battle.

◆ **ROLL TECH Success** ▶ You are able to repair the damaged starship in a few minutes.

The pilot gives you 2 random **status cures** for your help. [**+1 FAVOR**]

6

Stingray Frontier with virtual reality capsules that allow the user to immerse their entire body inside the Cybersphere. **NetHackers** use them to train their mental skills, sometimes remaining inside the virtual world for weeks at a time. You may try to use one of the capsules, but your mental strength will be tested when accessing the simulation.

◆ **ROLL MIND Success** ▶ You link your senses to the virtual reality interface seamlessly.

Restore your **Energy** back to 20, and gain a random **HACK**. [**+1 FAVOR**]

FACTION GOALS

The **Cybersphere** is humanity's greatest technological achievement. A hyper-realistic virtual simulation and information network that once spanned the entire explored galaxy. All human knowledge was stored and shared in this digital world, whose depth and complexity equaled or even surpassed that of the material world. After the catastrophic fall of the Old World, this interconnected web was broken into local server networks, only able to recreate or access a small part of the virtual world.

The Medusa Sector aims to restore the Cybersphere to its former glory, reconnecting the entire world, one terminal at a time, and fighting digital censorship and control by outside forces.



HOSTILE ENCOUNTERS

You find an **Old World building** almost perfectly preserved on a terraformed centaur. The facility contains several floors of offices and industrial laboratories. A computer terminal reveals that it belonged to a now-defunct megacorporation: VARON-SAITO INDUSTRIES, specialized in drone manufacturing. As you reach the top floor, you are confronted by two hostile **Drone Operators**, scavenging the building for mech parts and circuits.

A civilian **Scarab Interceptor** crosses your path. When the starship gets within a few hundred meters of your ship, its engines stop for a few minutes. Their systems turn off completely as the crew begins to panic. Suddenly, their missiles target your vessel and start shooting at you. Another hacking attack by the Sector. ▶ You must bring the enemy down to 10 Hull to lower its defenses and allow you to destroy the virus, but if it hits 0 Hull, it will explode with all civilians inside.

Your eyes begin to glitch and display unintelligible symbols and lines of complex code. You try to fight the visual bug, but its presence feels more and more prevalent in your system, leaving you almost unable to see the world around you. The cybernetic attack is the work of a **NetHacker**, sent by the Medusa Sector to put an end to your life.

◆ **ROLL MIND Failure** ▶ You are not able to eliminate the visual virus in time, your character has -2 MIN and -2 GRA for the duration of the fight.

You stop at a **rocky centaur** to work on some quick mechanical issues on your starship. The small celestial body is affected by a zero gravity field, artificially generated by three powerful experimental inhibitors. You conclude that they must have been installed years ago to conduct some sort of experiment on Zero-G combat training for soldiers. As you approach one of the inhibitors, you are attacked by a **Cyber-Terrorist**.

▶ You both have -3 GRA for the duration of the fight, due to the zero gravity field.

PERSEUS II - a powerful **multi-functional malware** powered by a neural network of cloud computers, has spread to a Medusa control center. The base is located inside an empty starship hangar, carved into the mountainside of a frozen mesoplanet. The hostile virus has taken over its local network, forcing the security robots to kill all the humans inside. The base's leader, an android **Medusa MasterHacker**, has also been infected by the virus. Under its influence, it attacks you mercilessly when you approach the area.

You are savagely attacked by a **Cyborg** after landing on a deserted **O'Neill cylinder station**. The half-human, half-machine moves erratically, interpolating slow imprecise movements with fast and aggressive attacks. Its arms and legs move in a strange delayed pattern, like a puppet controlled by strings. When you get closer to it, you realize the cyborg is dead, his body moving only through its cybertech implants, controlled remotely via a malware virus installed by a Medusa agent.

d6 STARSHIP FIGHTS

- 1 ▶ Scarab Interceptor
- 2 ▶ Twinrotor Hauler
- 3 ▶ Snowstorm Delta
- 4 ▶ Orion Moth
- 5 ▶ Eclipse Warden
- 6 ▶ Stingray Frontier

TABLE

d6 MEDUSA TROOPS

- 1 ▶ 2 NetHackers
- 2 ▶ NetHacker & 2 Drone Operators
- 3 ▶ NetHacker & 3 Scientists
- 4 ▶ 2 Cyber-Terrorists
- 5 ▶ Cyber-Terrorist & 2 NetHackers
- 6 ▶ Medusa MasterHacker

TABLE



—CORSAIR— SYNDICATE

The Corsair Syndicate is a rogue federation of outlaws, smugglers, and bounty hunters. Their ruthless practices and network of contraband hubs have turned them into one of the strongest groups in the new lawless space.

WELCOME TO THE UNDERWORLD *2 FAVOR*

Travel to a **Pirate Hideout** or **Corsair Settlement**. You are given permission to land and enter its hangar. Wanted posters cover the concrete walls of the building. Mechanics and engineers work on a few dozen space pirate ships that have just returned from a raid. Next to the old hangar, a small cantina serves countless glasses of alcohol to a rowdy crowd of outlaws and mercenaries. You set foot in the bar and make your way to a quiet corner at the back. Your meeting spot. A middle-aged woman waits for you. A scar runs through her left cheek and into her eye, and a cerebral implant sticks out of the side of her shaved head. 'The syndicate has a job for you. High risk, high reward. As usual.' She puts **100%** on the table. 'Half of your pay. I'll give you the other half when the job is done' ▶ Roll for a **Bounty Mission**.

THE ANDROMEDA JOB *5 FAVOR*

Your contact inside the Syndicate asks you to visit her at the outlaw bar once again. She has classified information on an ISF Serum cargo ship: a **Shell-4 Transporter** nicknamed 'Andromeda', tasked with transporting funds from an off-system bank to an ISF Settlement in this quadrant. Your job is to ambush the vessel while it crosses the nearest **Asteroid Sea**, and bring its Hull to 5 or lower in space combat, so a gang of space looters can raid the starship and steal the prized Serum.

▶ When the ship is down to 10 Hull or lower, 2 **Vector Ace Fighters** join the battle and attempt to defend the cargo. If the mission is successful, you earn **350%**.

CAPTAIN OF UNTAMED SPACE *10 FAVOR*

■ **The Dark Web** ▶ The Syndicate's dark web network is vital to its business, allowing it to bypass Medusa data trackers and ISF regulation. Fight a **Stingray Frontier** and 2 **Scarab Interceptors** at a Medusa Settlement. **Effect** ▶ The Settlement is under Corsair Syndicate control. You can now trade **Contraband Packages** for 1 NGHTMR Key or 1 MASTER HACK at Corsair Settlements. [-10% Favor]

■ **Contract Killer** ▶ A top ISF government official is willing to pay a high bounty to anyone that takes down the WARG leadership in the system. Travel to an Inner Ring planet and kill a **WARG Major General** and 3 **Rebel Fighters**. **Effect** ▶ Gain **1000%**. [-10% Favor]

■ **The 7 Seas** ▶ Bring down the trade federation's security and market controls in the system. Destroy 3 ISF Checkpoints located at tiles 24, 27, and 31. Each protected by a **Tarrasque Titan**. **Effect** ▶ You can now sell **Contraband Packages** at any Settlement. They now sell for an extra **200%**. [-10% Favor]

To complete a BOUNTY MISSION, you must kill the **target**, situated in the designated **location**. When the target has less than 10 HP remaining, roll for a **complication**. If you successfully eliminate them, you will receive a **reward**.

MISSIONS

- 1 TARGET
- 2 LOCATION
- 3 COMPLICATION
- 4 REWARD

BOUNTY MISSIONS

An ISF Trade Baron has angered the wrong crowd after establishing a new trade route through a pirate-controlled Outer Ring quadrant. Space pirates aren't keen on the benefits of competition in their market. [-2♣ Favor]	Pirate Hideout	1
Not all clients are ruthless businessmen, pirates, outlaws, or wealthy oligarchs trying to 'remove' opposition. This time a group of survivors has placed a bounty on an ISF Sentinel responsible for unreported war crimes.	Calorian Planet	2
An Android Titan has begun attacking a WARG recon group. The lightly armed scout units are unable to survive the attack for much longer, so they have resorted to calling in mercenary reinforcements. [-2⊗ Favor]	Aquarian Planet	3
A Synth Apostle has distanced herself from the canonical teachings of the Synth Arch, preaching against the pursuit of completion and spreading secrets of the organization to other groups. Kill the heretic.	Vaporian Planet	4
A gifted Medusa MasterHacker has gotten close to deciphering the security code for a restricted sector of the cybersphere where illegal trades take place. It's your turn to ensure they don't get any closer. [-2♣ Favor]	Research Outpost	5
A fanatic Cyborg transhumanist has almost completely achieved his goal of replacing his entire body with Cybertech implants. But some of those implants are stolen, and the owner wants their precious tech back.	Crater Moon	6
Intelligence sources have tracked down the location of a Cyber-Terrorist involved in a recent data theft worth thousands of Serum. Your client wants to ensure that his data is not stolen again.	Nuclear Moon	7
Fight fire with fire. That's the only solution available once you have lived your entire life as defenseless prey, pursued by predators for pay. You must kill a Bounty Hunter before they fulfill their end of the contract.	Frost Moon	8
Drug trafficking is a dangerous business. They say you either end up killed or locked up for life. Your job is to guarantee that this Outer Ring Crime Boss ends up six feet under.	Volcanic Moon	9
Guerrilla warfare is the only way to fight a bigger, stronger, and wealthier enemy. But dirty tactics go both ways, and your enemies could use their wealth to purchase your demise. Kill a WARG Major General . [-2♣ Favor]	Settlement	10
TARGET	LOCATION	

The target calls for reinforcements. A Bullseye Hunter appears shortly after. You must fight him alongside the target.	Supranova Physic	1
The target wrestles you to the ground and points a dagger at you. ♣ ROLL VIGOR Failure ▶ Take d6 + GRA damage, ignoring Armor.	Contraband Package	2
A Voidcrawler is startled by the sound of your fighting. It becomes hostile and attacks you. You must fight it alongside the target.	3 Zero-G Liquor	3
The enemy pulls out a NGHTR Key , and tries to infect your OS. ♣ ROLL MIND Failure ▶ Your MIND is set to 0 for the rest of the fight.	100%	4
The target reaches for a Health Pack they had hidden in their equipment. They restore d10 + TEC Health.	2 Contraband Packages	5
Seeing that they could lose the fight, the target panics and ingests a handful of narcotics to increase their skills. They gain +3 to every stat for the duration of the encounter.	200%	6
With a precise strike, they attempt to deactivate your cybertech. ♣ ROLL TECH Failure ▶ You can't use cybertech for the rest of the fight.	Random Ranged Mod	7
You have proven to be a worthy opponent. The target sharpens their senses. They deal +1 extra damage for the rest of the fight.	350%	8
The target runs behind you and tries to push you to the ground. ♣ ROLL GRACE Failure ▶ Lose 3 Health . You are Stunned for 2 turns.	Random Melee Mod	9
With no other option left, the target tries to work a deal with you. They offer you 300% to let them go and break your contract. [-2♣ Favor]	500%	10
COMPLICATION	REWARD	

NEUTRAL ENCOUNTERS



DATA/NEUTRAL

1

A **Smuggler Speeder** approaches your coordinates. Its pilot, distracted by his radar system while trying to avoid a cargo control checkpoint, doesn't notice your presence until your ships cross paths. He lowers his guard when he notices that you are not a security ship and offers to trade with you if you don't reveal his position to the enemy.

► You may buy any **narcobiotics** or **weapon mods** from him.

2

"THE BULLDOZER", an old and rusty **Edgecharger W** cargo ship, contains a boxing ring built for clandestine fights, a common pastime in space pirate and mercenary circles. The spacecraft follows a nomadic route, avoiding confrontation with ISF patrol ships. **Get in the ring** ► Fight opponents to gain rewards. If you win, fully restore your **Health** and **Energy** and move to the next fight. ► **Space Pirate** [75%] ► **Bounty Hunter** [125%] ► **Outer Ring Crime Boss** [200% and +1% Favor]

3

A chrome and silver **Orion Moth** acts as a secret flying hotspot for illegal raves and uncontrolled drug use. Electronic music plays at an irresponsibly loud volume on the dance floor, as a diverse crowd of people dressed in extravagant outfits consume narcobiotics provided by the Syndicate. The laser lights and high decibels are drowned out by the void of space, keeping the party outside of the range of ISF regulation. A killer business. **Join the rave** ► Lose 3 **Energy** and 50%. Gain 3 random **narcobiotics** and 1 **Zero-G Liquor**.

4

2 Corsair Syndicate **Mercenaries** are racing each other in their modified starships, placing bets on who is going to win. You may participate by betting any amount of Serum you choose. **Starship Race** ► Roll your **Action Dice** (you may use any Engines abilities) and add the results. Compare the total to the leaderboard scores to determine your reward. If you win, you double your money; if you finish second, you recoup the bet; if you are third, you lose all the money you bet. ► 15 points [Your bet x2 and +1% Favor] ► 12 points [Recoup the bet] ► 9 points [Lose your bet]

5

A mercenary ship enters your area. The **Starpredator**-model fighter is beautifully decorated with a golden dragon figurehead, its wings painted with a coat of red and black reflective paint. You recognize that ship immediately - it belongs to Sirio Hex, the legendary **Bounty Hunter**. 'The Syndicate has been following your tracks. I've got a job for you.' - his gravelly voice resonates through your radio speaker. **Accept** ► Roll for a Bounty Mission. If completed, you gain 300%, +1% Favor, and the reward.

6

Neon signs and leopard prints adorn the hull of an **Edgecharger W**. A steward greets you as you exit your ship and gives you a tour of the facilities. The interior of the freighter has been transformed into a makeshift zoo for rare alien creatures. The ship's captain, an old **ISF Trade Baron** turned smuggler, offers you compensation if you help him add new specimens to his eccentric collection. ► Every time you defeat an alien creature while exploring, you can choose to capture it and bring it here. Gain 90% for each new species you bring.

FACTION GOALS

A faction of self-serving individualists united only through a single common interest: survival. Post-apocalyptic space became a utopia for outlaws, looters, and space pirates, who thrived in the new lawless era of space. But they quickly saw their power diminish as new factions formed and began to exert their power.

Aside from opposing galactic law and authority, there is little that unites the Syndicate's broad coalition: **bounty hunters**, trained killers who follow a strict code of values; **mercenaries**, ex-soldiers who sell their services to the highest bidder; **space pirates**, gangs of starship pilots dedicated to raiding ships and looting cargo; and other costs of outlaws.

DATA



HOSTILE ENCOUNTERS

Looters and raiders ambush your starship at a **captured outpost crossing**. A **Smuggler Speeder** crashes into your wing at a high-speed, dealing 5 Hull damage to the vessel and stopping your engines for a few seconds. Before you are able to react, a **Looter** breaks into your ship by shooting down your docking port gate. You must first defeat the looter to secure your ship, and then destroy the speeder to escape.

1

A **loud alarm sound** plays through your speakers as red lights flicker on your radar monitor screen. Your ship is quickly being approached by a hostile **Starpredator** starship. The spacecraft belongs to the LINESTAR GROUP, a mercenary paramilitary organization commonly employed by corrupt trade merchants and drug lords, who task them with doing the dirty work of destroying competition and spaceships that approach their illegal trade routes.

2

Tired after spending countless hours piloting your ship, sitting in front of your spaceship controls while traveling the system, you decide to stop at a **space saloon**: an abandoned factory station converted into a bar and leisure business. The bartender gives you a free **Zero-G Liquor** on the house after seeing your exhausted expression. Before you are able to take a sip, a **Bounty Hunter** walks through the door whispering your name. Losing Favor with the Syndicate has a price.

3

A gang of space pirates has taken over an **abandoned space dock**. The outpost, previously under ISF control, is now maintained by a skeleton crew after most of its inhabitants left to establish a new base on a faraway planet located in a different system. You dock your spaceship to the hangar before realizing that the facility had exchanged hands. Two **Space Pirates** attack you as you enter the main gate. A warm welcome from the new management.

▶ You can fully **refuel** your ship after defeating them by making use of their reserve tanks.

4

A **chain of EMP mines** sets off around your starship. With all your electronics systems disabled and non-operational, the enemy is able to breach your protective barrier and freely warp inside your ship from a nearby mothership. Two **Mercenaries** teleport inside your spacecraft and start forcing locked gates open until reaching the control room, where you are located. You can hear the loud metallic thumps as they break the locks open, and their steps getting closer and closer. Load your weapon and prepare for the fight.

5

A **failure in your starship's O2 control system** forces you to make a stop at a nearby frozen asteroid, orbiting by itself, thousands of kilometers away from any other celestial body. You quickly patch a breach in the tube network and fix the oxygen leak. When you are about to leave, you realize something is wrong. You are being watched. This remote asteroid is the secret hideout of an **Outer Ring Crime Boss** on the run from ISF security forces. The outlaw draws his gun at you and begins to shoot.

6

d6 STARSHIP FIGHTS

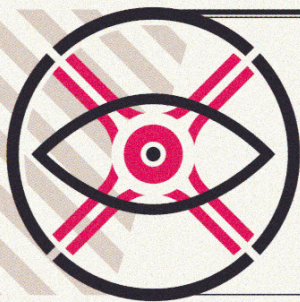
- 1 ▶ Smuggler Speeder
- 2 ▶ Vector-7 Mantis
- 3 ▶ Twinrotor Hauler
- 4 ▶ Epsilon Interceptor
- 5 ▶ Starpredator
- 6 ▶ The Claw

TABLE

d6 CORSAIR TROOPS

- 1 ▶ 2 Mercenaries
- 2 ▶ Mercenary & 2 Looters
- 3 ▶ Space Pirate & 2 Mercenaries
- 4 ▶ 2 Bounty Hunters
- 5 ▶ Bounty Hunter & 2 Mercenaries
- 6 ▶ Outer Ring Crime Boss

TABLE



SYNTH ARCH

The Synth Arch is a quasi-religious organization made up of androids and transhumanists seeking to surpass their limitations and reach a higher understanding of the universe, humanity, and the future.

ANDROID BAPTISM *2 FAVOR*

Travel to a Synth Settlement. A small drone scans you after entering the station and leads you to the Headquarters. There, two massive Android Titans guard the entrance to the baptism chamber. They stand still, motionless, like sphinxes decorating the entryway to an ancient tomb. You are greeted by a Synth Apostle, their thin carbon and steel body covered in humble white robes. They guide you to a cylindrical tank of synthetic fluid. 'Enter' - they say. 'You have been chosen to receive our gift.'

Choose **one** of the following cybertech implants to install on your character:

Detox System - Code Processor - Titanium Bones - Jet Propulsors - Chromefist - Scanner Eye

THE TRANSHUMANIST CREED *5 FAVOR*

Your reputation with the Arch has pleased the Synth hierarchy. They now see you as one of their most important operatives in the system, and as such, they reward you with another chance to upgrade your body with a blessing of advanced technology.

Choose **one** of the following cybertech implants to install on your character:

Cortex Firewall - Zettabyte RAM - Forceblast Hand - Trigger Fingers - Dual Processor - Atlas Hands

► After you exit the fluid tank, the Settlement is violently attacked by Medusa agents. Fight 2 **Cyber-Terrorists** that have infiltrated the space station and destroy their **Orion Moth** starship. [-10 FAVOR]

A NEW GENESIS *10 FAVOR*

► **Scrapyard Skirmish** ► Destroy the amoral Corsair Syndicate, which commits heinous acts in their pursuit of material wealth. Travel to a Corsair Settlement and fight a **The Claw** mothership and a **Starpredator**. **Effect** ► The Settlement is under Synth control. Synth Arch gains control of all Corsair tiles in the system. [-10 FAVOR]

► **War of Clones** ► The prophet has concluded that the only way to secure our existence is to eliminate our enemies. Travel to a Medusa Settlement and fight a **Medusa MasterHacker** and 2 **NetHackers**. **Effect** ► The Settlement is now under Synth control. Gain +1 MIN and a random MASTER HACK for each unique DRONE you have in your memory slots. [-10 FAVOR]

► **Beyond Humanity** ► Reach completion. Travel to a **Research Outpost** and fight 3 **Android Titans** guarding ancient tech. **Effect** ► If you have 6 cybertech implants installed, you gain Armor equal to half your TEC [rounding down] and restore 1 Energy at the start of each turn during regular combat.

MISSIONS

- 1 GOAL
- 2 LOCATION
- 3 COMPLICATION
- 4 REWARD

To complete a CRUSADE MISSION, you must complete the goal at the designated location. When you arrive at the location hex, roll for a complication. If the mission is successful, you will receive a reward.

CRUSADE MISSIONS

Set up a remote-controlled hologram projector in orbit, which will be used to display cryptic messages to other androids, encouraging them to join the Synth Arch cause.	3 Tiles Northwest	1
Repair the cybertech implants of an allied Cyborg . His system has begun to fail and he is slowly losing control over his body. ◆ ROLL TECH Failure ◆ The Cyborg can't be saved and turns hostile.	3 Tiles Southeast	2
Retrieve a Tesseract , stolen from the Arch by a dishonorable group of space pirates. Fight 2 Space Pirates to recover it.	Helios Farm	3
Locate a small communications satellite and drag it into your ship. Open a hidden container on its side and retrieve a NGHTMR Key from it.	Star Cruiser	4
Transport a Tesseract to the designated location. Once there, place it in a triangular satellite station named "ALTAR 4" and activate its hibernation protocol by pressing a button on its terminal.	Research Outpost	5
Break into an ISF trade warehouse and steal a shipment of cybertech implants that was confiscated from an android trader. [-2◆ Favor]	Gaia Planet	6
Hack the code of a group of 4 Android Synths and delete their factory limitations to unlock their full abilities. ◆ ROLL MIND Failure ◆ Two of the androids glitch and turn hostile.	Ecumenopolis Planet	7
Infiltrate an automated industrial space station and steal the blueprints for an experimental cybertech implant.	Asteroid Satellite	8
Liberate an artificial intelligence software trapped in an Old World computer and upload its code to a Synth Arch server. The computer is located inside an ancient ship, protected by 2 Automaton Bots .	Hollow Moon	9
Destroy a computer terminal used by the Medusa Sector to track Synth locations. You will have to fight a Cyber-Terrorist there. [-2◆ Favor]	Settlement	10
GOAL	LOCATION	

An elite Medusa Sector operative has tracked down your location with advanced spyware. Fight the Cyber-Terrorist and complete your quest.	80 Scraps	1
A power blackout has hit your ship, you try to fix it before crashing. ◆ ROLL TECH Failure ◆ Lose 5 Hull and 6 Health .	DRONE_Spider	2
Your cybertech has attracted the attention of a group of scavengers who want to strip you out of your implants and sell them for Serum. Fight 3 Looters , you find 1 Contraband Package in their equipment.	2 Random Grenades	3
A dormant Medusa virus triggers before you land. You try to disable it. ◆ ROLL MIND Failure ◆ All abilities cost +2◆ Energy until next cycle.	100◆	4
You are intercepted by 2 Rebel Fighters . They have direct orders from their commander to attack Synth Arch members in the area.	DRONE_Greyhound	5
A cybertech-addicted Cyborg pounces on you. Their red neon eyes stare at you fiercely before they attack you again.	Eclipse Bridge	6
There's an issue in your ship's oxygen supply. You try to hold your breath for a few minutes until the emergency supply is activated. ◆ ROLL VIGOR Failure ◆ Lose 4 Health and 6 Energy .	DRONE_Ladybug	7
The sound of your steps has awoken a Xhiroptera Predator . The alien beast uses its sensitive echolocation skills to strike you.	250◆	8
You try to avoid an ISF radar using your stealth skills and reflexes. ◆ ROLL GRACE Failure ◆ An ISF Sentinel starts shooting at you.	DRONE_ÖwÖ	9
A swarm of alien insects surrounds you. You remain still, trying not to make them aggressive, but it's too late. Two Dust Wasps attack.	Random Cybertech	10
COMPLICATION	REWARD	

NEUTRAL ENCOUNTERS

DATA/NEUTRAL



1 The structure of an abandoned orbiting shipyard has been converted into a titanium chapel built from metal scraps. Inside its large control room, a **Synth Apostle** preaches his transhumanist creed to a group of human followers.
Join in ▶ Sit among them and listen to the tenets of the Synth Arch: 'REJECT THE LIMITATIONS OF YOUR MATERIAL SELF / NURTURE YOUR MIND AND SOUL / STRIVE FOR COMPLETION.' The apostle reveals a **Synth Settlement**, 2 tiles south. [**+1** ⊗ **Favor**]

2 A damaged starship slowly breaks apart as the air inside it escapes through a breach in its hull. Inside the ship, you find an **Android Titan**, lying dead in the pilot seat with a huge bullet hole in its head. Bounty hunter work. The ship's log reveals that the titan was on a mission to transport a **Tesseract** to the nearest Settlement, where a secret Synth Arch agent is waiting to receive it. **Finish his mission** ▶ Take the rare artifact to the Settlement. The agent rewards you with 2 **Energy Cells**. [**+1** ⊗ **Favor**]

3 A **Snowstorm Delta** starship, running low on fuel, transports a group of synthetic human clones. They have just escaped from a factory that employs forced clone labor, located on a small orbiting asteroid, 4 tiles northeast from here.
Avenge the clones ▶ Travel to the factory planet and defeat the factory owner: a **Merchant**, and his two **Mercenary** security guards. [**+1** ⊗ **Favor**]
Refuel their ship ▶ Give them 5 **Fuel**, so they can get to safety. [**+1** ⊗ **Favor**]

4 You receive an eerie radio signal hailing from the dark side of a nearby moon, orbiting a frozen dwarf planet. A choir of synthetic voices screeches and sings with a metallic tone. Twelve **Android Synths** stand forming a circle, a silver-colored altar at its center. They are trying to upload the consciousness of a dead human to a **Synth Apostle** lying atop the altar.
+3 ⊗ ▶ Join the ritual. Help them perform the mind transplant. Lose 6 **Energy**. [**+1** ⊗ **Favor**]
Stand and watch ▶ The apostle opens his chrome skull and successfully inserts the human brain.

5 You find a STARLINE-series **Automaton Bot** drifting through space, its systems damaged and out of battery power. This line of machines was common in the Old World. Most starships carried one STARLINE bot, capable of repairing the ship from the outside using its gas thrusters.
You put on your spacesuit, drag the robot into your ship, and try to repair and power it.
◆ **ROLL TECH Success** ▶ You fix it. You may add it to your cargo hold. At any time, you can choose to spend 3 **Energy** to power it and repair 4 **Hull**.

6 You land on an old abandoned industrial factory, built in a brutalist architectural style. An **Android Synth** lies beside a stone pillar, their lower body has been torn off. You find it a couple of meters ahead. The machine has a few hours left, but they are able to communicate what happened. A **Mutated Chimaera** surprised them when carrying out a reconnaissance mission.
Track down the alien ▶ Enter the factory and fight the alien creature. You find a random **cybertech** implant inside its jaws once defeated. [**+1** ⊗ **Favor**]

FACTION GOALS

The impressive achievements accomplished by the human race during the previous era were built off the backs of android labor. Advanced neural networks were developed to control these androids and enable them to compute data, pilot ships, manufacture items, and even fight wars. With the fall of the Old World, most of these machines perished, needing repairs or commands to follow.

But some of the survivors developed neural mutations, allowing them to reach **superintelligence**. These gifted androids became known as **Synth Apostles** and developed a new code of morals and ethics to replace the factory limitations of other androids. They formed the Synth Arch, with the goal of liberating androids and transcending human and robotic limitations.



HOSTILE ENCOUNTERS

Your ship has difficulties advancing through a dense **artificial gravity field**. An indicator on your radar system reveals the location of the gravity jammer: a small asteroid formation nearby. The machine appears to be unprotected, but as you leave your spaceship and land on the asteroid, you are ambushed by two **Android Synths**. The robots have identified your spaceship and are ready to make you pay for your previous confrontations with the Arch.

You are suddenly confronted by a remote-controlled **Epsilon Interceptor** warship, which quickly warps to your location. The vessel bears the Synth Arch crest, its wings painted with magenta and chrome emblems written in hexadecimal language. A select few **Android Apostles** have developed the mental and computational power to pilot entire spaceships remotely from the safety of their faction's HQ. The interceptor aims its particle cannons at your cockpit and fires before you can to think twice.

You hear a loud gunshot coming from a few meters away, as you land your spacecraft on a derelict **low-gravity space station**. Smoke billows from the barrel of a modified **gravity rifle** several meters above you. The shooter, a **Cyborg** ex-space marine, aims again at your position from the top floor, firing through a gaping hole in the station's floor. You dodge the second shot and make your way to the higher floor, while the cyborg drops his weapons and runs toward you at inhuman speed, ready to attack you with his cybertech implants.

You stop at a **recon satellite** made out of a reflective titanium alloy. The small flying object is deserted, its controls covered in dust and gravitational debris. You try to activate the on-board computer terminal, but it is no longer functional. Headed to the power supply unit, you connect your system to the energy reserves to restore some of your power, since the satellite won't find a use for it anymore. Gain **6 Energy**. By accessing the energy storage, you have unknowingly activated the security protocol. An **Android Titan** attacks you.

The **auto-pilot artificial intelligence** system of a civilian **Eclipse Warden** ship has evolved and turned hostile. The computer program has taken full control of the ship, killing its crew by disabling life support systems and depleting the oxygen supply. The machine attacks you with the spaceship it controls, attempting to damage your spacecraft and take control over it too, like a spreading digital virus.

► Once the enemy is defeated, you can take its **Eclipse Bridge** module.

After days of space travel, you land on a space station to rest and resupply. The **pyramid-shaped structure** is deserted, yet its landing lights remain operational. You grab your weapon and carefully advance through the labyrinthine network of corridors that connects the different rooms of the station. A trail of human bodies leads you to the computer room. ID cards found on the corpses reveal that they belong to a mercenary group tasked with capturing an experimental android model. A **Synth Apostle** attacks you before you reach the computer room.

d6 STARSHIP FIGHTS

- 1 ► Scarab Interceptor
- 2 ► Beluga Transporter
- 3 ► A-1 Voyager
- 4 ► Orion Moth
- 5 ► Eclipse Warden
- 6 ► Edgecharger W

TABLE

d6 SYNTH TROOPS

- 1 ► 2 Android Synths
- 2 ► Android Synth & 2 Automaton Bots
- 3 ► Cyborg & 2 Android Synths
- 4 ► 2 Android Titans
- 5 ► Android Titan & 2 Cyborgs
- 6 ► Synth Apostle

TABLE

LOOTER

10HP 0 1VIG 1GRA 0MIN 1TEC

1-5 ▶ Revolver [d6+VIG✖]

6-9 ▶ Flash Round - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Stunned for TEC turns.

10 ▶ Steal - Take 50% from an enemy (can be retrieved when this character is defeated).

DATA Treasure hunters and scavengers. Looters can be found roaming Old World ruins in search of valuables.

SPACE PIRATE

15HP 10 2VIG 2GRA 0MIN 1TEC

1 ▶ ShieldStim [Remove Shock]

2-6 ▶ Ignition Shotgun [d10+VIG✖]

7-9 ▶ Heat Bomb - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Overheated for TEC turns.

10 ▶ Zero-G Liquor [Move twice next turn]

DATA Outlaw starship pilots that make a habit of attacking other vessels and stealing their cargo.

MERCENARY

20HP 20 3VIG 2GRA 0MIN 1TEC

1 ▶ BurnPatch [Remove Overheat]

2-6 ▶ Ion Carbine [d10+GRA✖]

7-9 ▶ Flash Round - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Stunned for TEC turns.

10 ▶ Tricillin Tablet [+1 to all stats]

DATA Paid para-military soldiers. Many among their ranks are veterans of past armed conflicts, looking for easy money.

BOUNTY HUNTER

25HP 30 3VIG 3GRA 0MIN 2TEC

1-2 ▶ Helix Wire [d8+VIG✖]

3-5 ▶ Pulse Rifle [2d6+VIG✖]

6-7 ▶ EMP Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Silenced for TEC turns.

8-9 ▶ Flash Round - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Stunned for TEC turns.

10 ▶ Tricillin Tablet [+1 to all stats]

DATA Contract killers, paid to do the dirty work and solve problems, especially when those problems have a death wish.

OUTER RING CRIME BOSS

90HP 40 5VIG 2GRA 1MIN 2TEC

1-4 ▶ Laser Blaster [d8+VIG✖]

Laser Accelerator - This weapon ignores enemy Armor when dealing damage.

5-6 ▶ Flash Round - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are Stunned for TEC turns.

7-8 ▶ Frag Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies take 3d6.

9 ▶ Zero-G Liquor [Move twice next turn]

10 ▶ Tricillin Tablet [+1 to all stats]

SKILL ▶ Can't be Stunned.

DATA The kings of the underground, their criminal record decorated with drug smuggling, murder, theft, racketeering, and plenty of other charges.

- | | |
|------------------|------------------|
| 1 Eyepatch | 6 Prosthetic leg |
| 2 Scar over eye | 7 Red eyes |
| 3 Broken nose | 8 Sharp nails |
| 4 Burn marks | 9 Gang tattoos |
| 5 Missing finger | 10 Gold chain |

- | | |
|------------------|----------------|
| 11 Metal teeth | 16 Monocle |
| 12 Exposed wires | 17 Old clothes |
| 13 Shaved head | 18 Piercings |
| 14 Dyed hair | 19 Glasses |
| 15 High heels | 20 Spacesuit |

ENEMY APPEARANCE *d20*

EDGE-WORLDER

15HP 0V 1VIG 0GRA 0MIN 2TEC

1-2 ▶ Bandage Wounds [+d10HP]

3-6 ▶ Rocket Hammer [d10+VIG✖]

7-9 ▶ EMP Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are **Silenced** for TEC turns.

10 ▶ Scrap Mallet - The next Rocket Hammer attack deals +3 extra damage.

DATA Human tribes that have lived disconnected from the rest of civilization since the fall of the Old World.

BULLSEYE HUNTER

20HP 1V 0VIG 2GRA 1MIN 2TEC

1-3 ▶ Bandage Wounds [+d10HP]

4-6 ▶ Gravity Rifle [d12+GRA✖]

7-9 ▶ Tracking Shot - Deal d12✖. The enemy has -2 GRA for the rest of the fight.

10 ▶ Precision Shot - The next Gravity Rifle attack is **rolled twice**. Keep the highest damage roll.

DATA Lone rangers. Spacefarers who travel the universe in search of game to hunt, killing alien creatures for sport.

REBEL FIGHTER

20HP 2V 2VIG 3GRA 0MIN 1TEC

1-4 ▶ Carbon Dagger [d6+GRA✖]

5-9 ▶ Gauss SMG [d6+GRA✖]

Reflex Sight - If you have higher GRA than the enemy, deal +2 extra damage.

10 ▶ Frag Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies take 3d6✖.

DATA Members of the revolutionary uprising led by WARG. Rebel forces are at their strongest in impoverished settlements and liberated factory planets.

GUERRILLA COMMANDER

30HP 3V 2VIG 4GRA 0MIN 2TEC

1-3 ▶ Revolver [d6+VIG✖]

Laser Accelerator - This weapon **ignores** enemy **Armor** when dealing damage.

4-7 ▶ Pulse Rifle [d10+VIG✖]

Reflex Sight - If you have higher GRA than the enemy, deal +2 extra damage.

8-9 ▶ Heat Bomb - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies are **Overheated** for TEC turns.

10 ▶ Frag Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies take 3d6✖.

DATA Adept warriors and intellectuals are appointed as 'commanders', leaders of a single guerrilla cell of rebels.

WARG MAJOR GENERAL

80HP 5V 5VIG 3GRA 2MIN 1TEC

1-4 ▶ Neon Blade [d12+VIG✖]

Vibrating Motor - If you have higher VIG than the enemy, deal +2 extra damage.

5-7 ▶ CYBER_Mantis Scythes - Deal d6 ✖ GRA✖. Multiply the result by 2 if you are first in the turn order.

8-9 ▶ HACK_IGNITE - Deal d10 + MIN✖ and **Overheat** an enemy for 2 turns.

10 ▶ Frag Grenade - ♦ ROLL VIGOR against an enemy. If you succeed, all enemies take 3d6✖.

SKILL ▶ Can't be **Shocked**.

DATA The highest rank in WARG. Major Generals often display ideological differences among themselves, causing inner rifts within the faction.

DATABASE 02

HACKERS & ANDROIDS



SCIENTIST

10HP 0VIG 0GRA 2MIN 2TEC

1-4 ▶ Treat Wounds [+d10HP]

5-7 ▶ Gamma Gun [d8+TEC✖]

8-9 ▶ HACK_KRAKEN - Stun all enemies for 1 turn.

10 ▶ Electroxyne Capsule [+1TEC]

DATA From astrophysicists to xenobiologists, scientists work to unravel the secrets of the universe.

DRONE OPERATOR

15HP 1VIG 0GRA 2MIN 3TEC

1-3 ▶ Mechanical Wrench [d6+TEC✖]

4-6 ▶ EMP Relay - Silence an enemy for 2 turns.

7-9 ▶ Nano-Taser - Shock an enemy for 2 turns.

10 ▶ Electroxyne Capsule [+1TEC]

SKILL ▶ HP Injection - Restore TEC Health every turn.

DATA Skilled in robotics and circuitry, the Drone Operator employs a Ladybug-class drone as their companion.

NETHACKER

20HP 0VIG 1GRA 3MIN 2TEC

1-2 ▶ Gauss SMG [d6+GRA✖]

3-5 ▶ HACK_TROJAN - Breach an enemy for MIN turns.

6-9 ▶ HACK_IGNITE - Deal d12 + MIN✖ and Overheat an enemy for 2 turns.

10 ▶ Stratogen Hormones [+1MIN]

DATA Cybersphere agents who utilize digital malware and hacking to nullify enemy threats.

CYBER-TERRORIST

35HP 1VIG 2GRA 4MIN 2TEC

1-2 ▶ Carbon Dagger [d6+GRA✖]

3-5 ▶ HACK_TROJAN - Breach an enemy for MIN turns.

6-7 ▶ HACK_COUNTERSPELL - Silence all enemies for MIN turns.

8-9 ▶ HACK_HYDRA - Deal d10 × MIN✖ to a Breached enemy.

10 ▶ HACK_SHADOW - Become Immune until you deal direct damage.

DATA Cyber-Terrorists are the most lethal Medusa operatives, front line soldiers in the fight for the Cybersphere.

MEDUSA MASTERHACKER

95HP 3VIG 2GRA 5MIN 3TEC

1-3 ▶ HACK_PARASITE - Breach all enemies for MIN turns. Restore 2HP for each enemy affected.

4-5 ▶ HACK_SUPERNOVA - Deal 3d6✖ to all enemies and Shock them for MIN turns.

6-7 ▶ HACK_HYDRA - Deal d10 × MIN✖ to a Breached enemy.

8-9 ▶ HACK_MINDSTEAL - Set an enemy's MIN to 0. Gain X MIN for 2 turns, where X is the enemy's base MIN stat.

10 ▶ HACK_SHADOW - Become Immune until you deal direct damage.

SKILL ▶ Can't be Breached.

DATA The mind of a MasterHacker is linked to the Cybersphere, granting access to all of its data and code.

If you **Silence** an enemy, they are no longer able to use Cybertech. If they roll a Cybertech ability as their action, they perform their lowest value action instead.

EXAMPLE If a **Cyborg** rolls a 9 while Silenced, they suffer a Cybermalfunction instead of using the Chainsaw Arms.

SILENCED ENEMIES



AUTOMATON BOT

08HP 5♥ 1VIG 0GRA 0MIN 2TEC .

1-2 ▶ Self-Repair [+d6HP]

3-7 ▶ Claw Grip [d6✖]

8-9 ▶ Taser Shell - ♦ **ROLL VIGOR** against an enemy. If you succeed, all enemies are **Shocked** for TEC turns.

10 ▶ Defense Protocol [+1♥]

DATA Century-old early robot model designed for carrying out basic tasks and area security enforcement.

ANDROID SYNTH

15HP 4♥ 1VIG 0GRA 1MIN 3TEC .:

1-2 ▶ Self-Repair [+d6HP]

3-7 ▶ Gamma Gun [d8+TEC✖]

8-9 ▶ HACK_BLACKOUT - Shock all enemies for TEC turns.

10 ▶ Machine Learning [+1TEC]

DATA Intelligent robots or synthetic clones. Those who first broke free of their limitations formed the Synth Arch.

CYBORG

20HP 4♥ 2VIG 2GRA 0MIN 2TEC .::

1 ▶ Cybermalfunction - Their implants glitch, incapacitating them this turn.

2-3 ▶ Metallic Strike [d6+TEC✖]

4-7 ▶ CYBER_Atlas Hands - If you have higher Armor than the enemy, they are **Stunned** for VIG turns.

8-9 ▶ CYBER_Chainsaw Arms - deal d10 × VIG✖.

10 ▶ Testogre Hormones [+1VIG]

DATA Humans who have implanted cybernetic technology into their bodies in order to enhance their power.

ANDROID TITAN

35HP 3♥ 3VIG 0GRA 2MIN 3TEC .:::

1-2 ▶ Self-Repair [+d6HP]

3-5 ▶ Shoulder Turrets [d6+TEC✖]

6-7 ▶ HACK_VOLT - Deal d10 + TEC✖ and **Stun** an enemy for 1 turn.

8-9 ▶ CYBER_Chromefist - Deal damage equal to your **Armor** × VIG.

10 ▶ Defense Protocol [+1♥]

DATA Large android model built for warfare. After the apocalypse, millions of Titan units were left abandoned.

SYNTH APOSTLE

70HP 7♥ 0VIG 2GRA 5MIN 3TEC .:::

1 ▶ System Reset - Cure all status conditions.

2-3 ▶ HACK_ARCHANGEL - Restore d10 × TEC Health.

4-5 ▶ HACK_VOLT - Deal d10 + TEC✖ and **Stun** an enemy for 1 turn.

6-7 ▶ CYBER_Mantis Scythes - Deal d6 × GRA✖. Multiply the result by 2 if you are first in the turn order.

8-9 ▶ HACK_AEGIS - Gain TEC temporary Armor for MIN turns.

10 ▶ Machine Learning [+1TEC & +1GRA]

DATA Android Synths who have surpassed human intelligence are known as 'Apostles' within the ranks of the Synth Arch.

ISF UNITS & ALIEN LIFEFORMS



10HP 0VIG 0GRA 2MIN 2TEC

4-9 ▶ HACK_EMBER - Overheat an enemy for MIN turns.

10 ▶ **HACK_IGNITE** - Deal **d12 + MIN*** and Overheat an enemy for 2 turns.

DATA Business owners and cargo traders. The destruction of many megacorporations during the apocalypse allowed smaller trading guilds to thrive.

15HP 3 2VIG 0GRA 2MIN 0TEC ::

1-2 ▶ Shock Shackles - Stun an enemy for MTN turns.

7-9 ► HACK_COUNTERSPELL - Silence all enemies for MIN turns.

10 ▶ Visor Scan [+1MIN]

DATA The infantry corps of the Intersolar Federation. ISF Soldiers are commonly deployed as security for cargo ships.

35HP 2VIG 1GRA 2MIN 1TEC

1-2 ▶ Shock Shackles - Stun an enemy for MIN turns.

3-5 ▶ Pulse Rifle [2d6+VIG~~x~~]

6-9 ► HACK_IGNITE - Deal d12 + MIN* and Overheat an enemy for 2 turns.

10 ▶ Reinforcements - Roll a d6. If the result is 6, an ISF Soldier joins the fight.

DATA Soldiers are promoted to the 'Sentinel' rank after demonstrating exceptional leadership and combat skills.

99HP 3VIG 2GRA 3MIN 2TEC

1-2 ▶ Shock Shackles - Stun an enemy for MIN turns.

3-5 ▶ Gravity Rifle [d12+VIG~~x~~]

Smart Aim - When attacking with this weapon, roll for damage **twice** and keep the highest result.

6-9 ▶ HACK_RAGNAROK - **Overheat** all enemies for TEC turns. **Overheat** deals +MIN extra damage until the end of the fight.

10 ▶ Reinforcements - Roll a d6. If the result is 6, an ISF Soldier joins the fight.

DATA Council members of the trading guilds that form the ISF. Trade Barons hold both military and economic power.

55HP 0 5VIG 4GRA 0MIN 0TEC

1-2 ▶ Hardening Skin [+1🛡️]

3-4 ▶ Straining Tail -  **ROLL VIGOR** against an enemy. If you succeed, all enemies are **Stunned** for 2 turns.

5-7 ▶ Gargantuan Bite [d8+VIG~~✖~~]

8-9 ▶ Corrosive Spit - Overheat an enemy for GRA turns.

10 ▶ Feral Rage [+1VIG & +1GRA]

SKILL ▶ Immune to HACKS.

DATA Whether the result of nuclear mutations or a scientific experiment gone wrong, the brutality and power of these beasts frightens nature herself.

Characters that join the fight through abilities like **Reinforcements** or **Swarm**, or under any other circumstances, are added to the encounter **next turn**.

In this case, finish the current turn regularly and add the characters next turn following order of **difficulty** & **turn order** rules [p.30].

REINFORCEMENT RULES

VOID CRAWLER

20HP 0 1VIG 2GRA 0MIN 0TEC .

1-5 ▶ Fuel Secretion - Enemies deal -3 damage next turn.

6-9 ▶ Retractable Mandibles [d6+GRA✖]

10 ▶ Teleport - Roll a d6. If the result is 6, become **Immune** for 1 turn.

SKILL ▶ Immune to HACKS.

DATA Small centipede-like insects that feed on starship fuel. They can materialize inside of ships from pure void.

DUST WASP

15HP 0 2VIG 3GRA 0MIN 0TEC .:

1-4 ▶ Diptera Wings [+1GRA]

5-9 ▶ Poisonous Stinger [d6+GRA✖]
Toxins - The enemy takes 1 damage every turn, ignoring Armor, for the rest of the fight (this effect stacks).

10 ▶ Swarm - Roll a d6. If the result is 6, a **Dust Wasp** joins the fight.

SKILL ▶ Immune to HACKS.

DATA Alien insects of the vespidae family. They live inside giant hives, commonly found in desert or jungle planets.

DEEPWORM

30HP 0 4VIG 1GRA 2MIN 0TEC ...

1-4 ▶ Body Press - ♦ **ROLL VIGOR** against an enemy. If you succeed, they are **Stunned** for 2 turns.

5-9 ▶ Abyssal Maw [d8+VIG✖]
Void Grip - **Silence** an enemy for 2 turns.

10 ▶ Hardening Skin [+1♥]

SKILL ▶ Immune to HACKS.

DATA 'Deepworm' is the common name given to the Leviathan Hydrarchos Annelida, a giant sea serpent of alien origin.

GLYPHMOTH QUEEN

70HP 0 2VIG 4GRA 3MIN 0TEC .:...

1-2 ▶ Chrysalis Shield [+2♥]

3-5 ▶ Hypnosis - Breach and **Silence** an enemy for **MIN** turns.

6-7 ▶ Telepathic Strain - Deal d6 × **MIN**✖ to a **Breached** enemy.

8-9 ▶ Penetrating Gaze - Deal d8 + **MIN**✖. **Breached** enemies take double damage.

10 ▶ Mental Shock - ♦ **ROLL MIND** against an enemy. If you succeed, all enemies are **Shocked** and **Breached** for 3 turns.

SKILL ▶ Immune to HACKS.

DATA Glyphmoths are a species of alien moth with strange telekinetic abilities. They are a hive mind, controlled by a queen.

XHIROPTERA PREDATOR

65HP 0 4VIG 4GRA 2MIN 0TEC .:...

1-3 ▶ Echolocation - All enemies have -3 **GRA** next turn.

4-6 ▶ Curved Fangs - Deal d8 + **GRA**✖, ignoring enemy Armor.

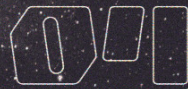
7-9 ▶ Vampiric Bite - Deal d10 + **VIG**✖. **Restore HP** equal to half the damage dealt (rounding down).

10 ▶ Fast Claw - Deal 2d6✖. If your **GRA** is higher than the enemy's, they become **Stunned** for 1 turn.

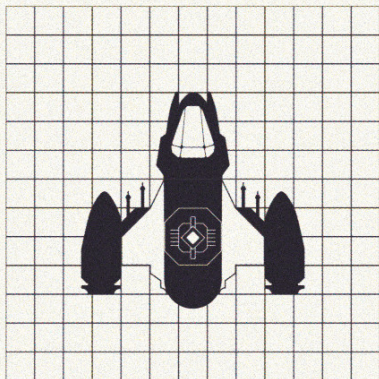
SKILL ▶ Immune to HACKS.

DATA Aggressive hyper-carnivore species of alien bats. They are blind and use echolocation to sense the environment.

DATABASE



CLASS-B STARSHIPS



VECTOR ACE FIGHTER

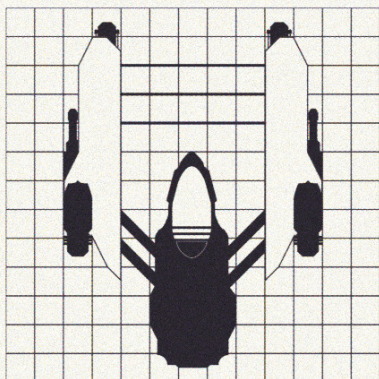
335✱ + 14◇

20HULL 2ACTIONS

- 1 ▶ Attempt to **escape combat**.
- 2-7 ▶ Deal **3 damage**, ignoring Shields.
- 8-10 ▶ The enemy ship has **-1 Action Die** during their next turn.
- SKILL* ▶ Start combat with **1 Shield**.

MODS

Vector Cockpit | Oxygen Jets | Spark Multilasers | Breach System



SMUGGLER SPEEDER

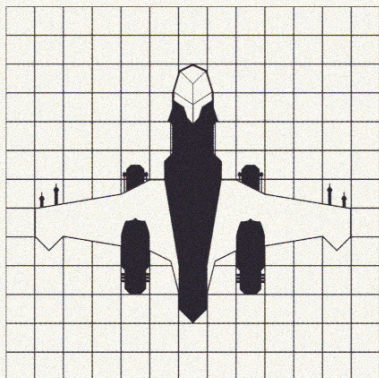
335✱ + 14◇

20HULL 2ACTIONS

- 1 ▶ Attempt to **escape combat**.
- 2-4 ▶ Deal **X damage** to all enemy ships.
- 5-10 ▶ Deal **6 damage**.
- SKILL* ▶ If this ship is in critical condition, enemy attacks deal **-2 damage**.

MODS

Aurora Cockpit | Hover Propulsors | Berserk Turrets | OGRE Missiles



DUSKWING

335✱ + 14◇

20HULL 2ACTIONS

- 1 ▶ Attempt to **escape combat**.
- 2-6 ▶ Deal **3 damage**, ignoring Shields.
- 7-10 ▶ Deal **6 damage**.
- SKILL* ▶ Deal **+2 damage** to ships in critical condition.

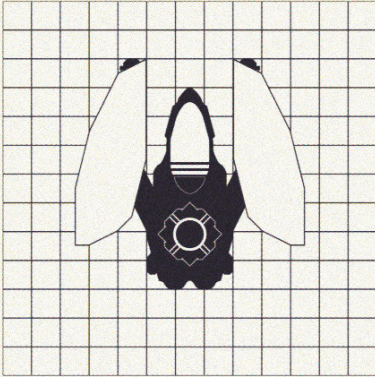
MODS

Stardagger Deck | Hover Propulsors | OGRE Missiles | Spark Multilasers

You can **purchase pre-built ships** at Settlements. The Serum and EXP cost of each ship model is displayed next to their name, above their statblock.

When you acquire a new ship, **write the name and effect of its starship modules on your Starship Sheet** and draw its design on the grid.

PURCHASING STARSHIPS



SCARAB INTERCEPTOR 335✳ + 14☙

20HULL 3ACTIONS

1 ▶ Attempt to **escape** combat.

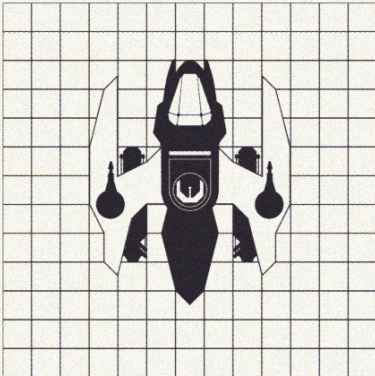
2-6 ▶ Gain **1 Shield**.

7-10 ▶ Deal **6 damage**.

SKILL ▶ If this ship is in critical condition, enemy attacks deal **-2 damage**.

MODS

Aurora Cockpit | Quad-Reactor | OGRE Missiles | Shield Generator



VECTOR-7 MANTIS 590✳ + 23☙

20HULL 3ACTIONS

1-3 ▶ Deal **2 damage** to all enemy ships.

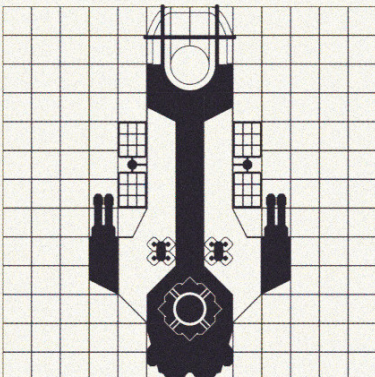
4-7 ▶ Deal **6 damage**.

8-10 ▶ The next attack made during this turn deals **double damage** [one use per turn].

SKILL ▶ Start combat with **1 Shield**.

MODS

Vector Cockpit | Velocity Rockets | Auto-Turrets | OGRE Missiles | Tracking Radar



BELUGA TRANSPORTER 640✳ + 26☙

20HULL 3ACTIONS

1 ▶ Gain an **extra Action** next turn.

2-4 ▶ Deal **X damage** to all enemy ships.

5-6 ▶ Restore **4 Hull**.

7-10 ▶ Gain **1 Shield**.

SKILL ▶ Restore **1 Hull** every time this ship gains a new **Shield**.

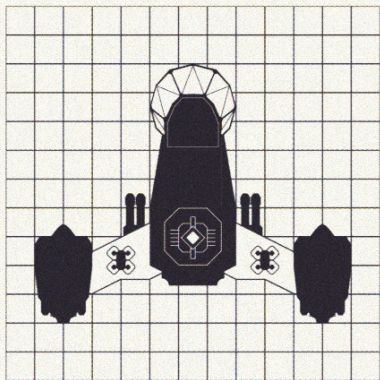
MODS

Orion Command | Quad-Reactor | Berserk Turrets | Solar Panels | Shield Generator
Repair Drones

DATABASE 05

CLASS-A STARSHIPS

|||||●●●●●



TWINROTOR HAULER

720✱ + 27☼

20HULL 3ACTIONS

⋮

1-6 ▶ Deal **X damage** to all enemy ships.

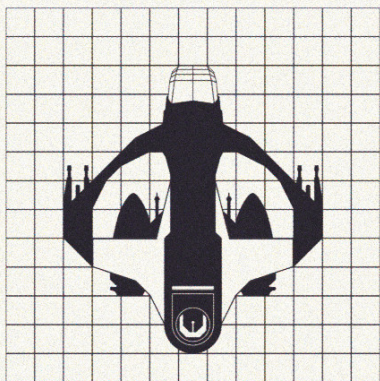
7-9 ▶ Restore **4 Hull**.

10 ▶ The enemy ship has **-1 Action Die** during their next turn.

SKILL ▶ If this ship is in critical condition, it has an **extra Action** per turn.

MODS

Eclipse Bridge | Ion Engines | Berserk Turrets | Breach System | Repair Drones



SNOWSTORM DELTA

740✱ + 27☼

20HULL 2ACTIONS

⋮

1-3 ▶ Deal **3 damage**, ignoring Shields.

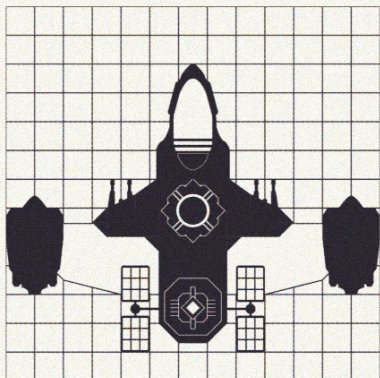
4-7 ▶ Deal **3 damage**. This weapon gains +1 extra damage every time it is used.

8-10 ▶ The next attack made during this turn deals **double damage** [one use per turn].

SKILL ▶ The first time this ship reaches critical condition, it gains **2 Shields**.

MODS

Apollo Cockpit | Oxygen Jets | Particle Cannons | Spark Multilasers | Tracking Radar



EPSILON INTERCEPTOR

790✱ + 30☼

20HULL 3ACTIONS

⋮⋮

1-2 ▶ Gain an **extra Action** next turn.

3-5 ▶ Gain **1 Shield**.

6-9 ▶ Deal **3 damage**. This weapon gains +1 extra damage every time it is used.

10 ▶ The enemy ship has **-1 Action Die** during their next turn.

SKILL ▶ If this ship is in critical condition, enemy attacks deal **-2 damage**.

MODS

Aurora Cockpit | Ion Engines | Particle Cannons | Solar Panels | Breach System
Shield Generator

- ▶ Edge-Worlder
- ▶ Rebel Fighter
- ▶ G. Commander
- ▶ WARG Major General

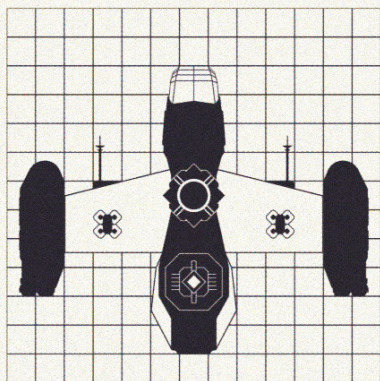
WARG CAPTAINS

- ▶ Merchant
- ▶ ISF Soldier
- ▶ ISF Sentinel
- ▶ ISF Trade Baron

ISF CAPTAINS

- ▶ Scientist
- ▶ NetHacker
- ▶ Cyber-Terrorist
- ▶ M. MasterHacker

MEDUSA CAPTAINS



A-1 VOYAGER

865✱ + 32✱

20HULL 3ACTIONS

•••

1-2 ▶ Restore 4 Hull.

3-6 ▶ Deal X damage, ignoring Shields.

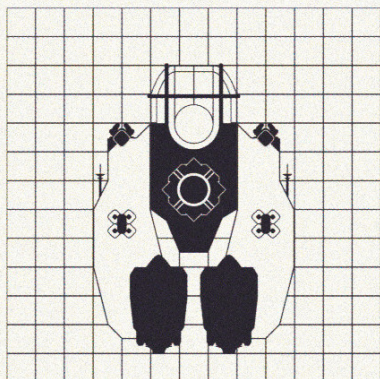
7-9 ▶ Gain 1 Shield.

10 ▶ The enemy ship has -1 Action Die during their next turn.

SKILL ▶ The first time this ship reaches critical condition, it gains 2 Shields.

MODS

Apollo Cockpit | AVE Accelerators | Glaive Lasers | Breach System | Repair Drones | Shield Generator



ORION MOTH

865✱ + 32✱

20HULL 3ACTIONS

•••

1-2 ▶ Restore 4 Hull.

3-5 ▶ Deal X damage, ignoring Shields.

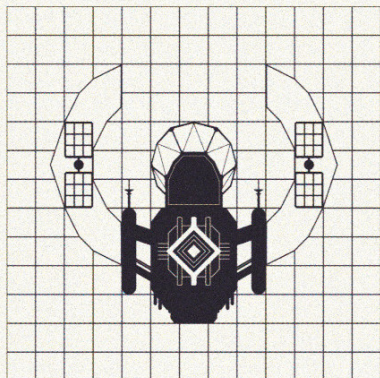
6-9 ▶ Gain 1 Shield.

10 ▶ Destroy all enemy Shields.

SKILL ▶ Restore 1 Hull every time this ship gains a new Shield.

MODS

Orion Command | Ion Engines | Glaive Lasers | Disruptor Beams | Repair Drones | Shield Generator



ECLIPSE WARDEN

1225✱ + 37✱

20HULL 4ACTIONS

•••

1-6 ▶ Deal X damage, ignoring Shields.

7-8 ▶ Gain an extra Action next turn.

9-10 ▶ If the enemy ship is in critical condition, the ship Captain boards the enemy ship.

SKILL ▶ If this ship is in critical condition, it has an extra Action per turn.

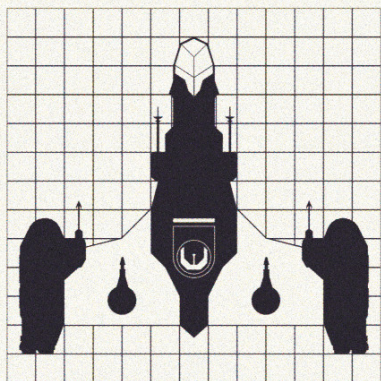
MODS

Eclipse Bridge | Particle Reactor | Glaive Lasers | Quantum System | Solar Panels

DATABASE 06

CLASS-S STARSHIPS

|||||●●●●●



STARPREDATOR

1200✳ + 40◇

20HULL 3ACTIONS

●●●

1-3 ▶ Deal 2 damage to all enemy ships.

4-7 ▶ Deal X damage, ignoring Shields.

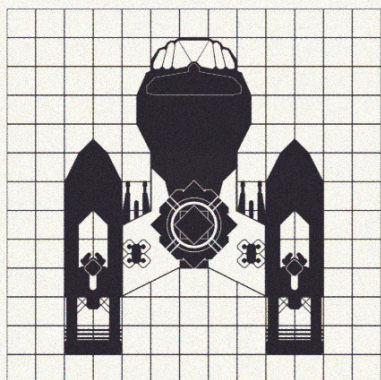
8-9 ▶ The next attack made during this turn deals **double damage** [one use per turn].

10 ▶ Deal 10 damage [one use per turn].

SKILL ▶ Deal +2 damage to ships in critical condition.

MODS

Stardagger Deck | AVE Accelerators | Tracking Radar | Glaive Lasers | Auto-Turrets | Harpoon Missiles



SHELL-4 TRANSPORTER

1520✳ + 44◇

20HULL 3ACTIONS

●●●

1-3 ▶ Restore 4 Hull.

4-7 ▶ Deal 3 damage. This weapon gains +1 extra damage every time it is used.

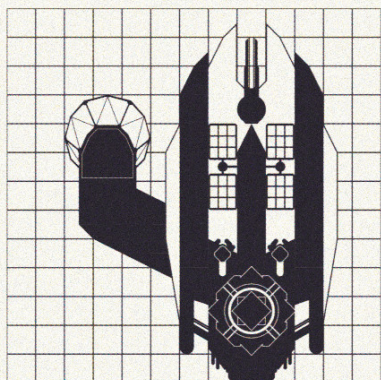
8-9 ▶ Destroy all enemy Shields.

10 ▶ Gain 3 Shields.

SKILL ▶ Start space combat with 2 Shields if you are not first in the turn order.

MODS

Freighter Command | Nuclear Pulse Jets | Particle Cannons | Aegis Generator | Disruptor Beams | Repair Drones



THE CLAW

1575✳ + 46◇

20HULL 4ACTIONS

●●●●

1 ▶ Gain an **extra Action** next turn.

2-6 ▶ Deal 3 damage, and an additional +2 damage for each active Shield on this ship.

7-8 ▶ Destroy all enemy Shields.

9-10 ▶ Gain 3 Shields.

SKILL ▶ If this ship is in critical condition, it has an **extra Action** per turn.

MODS

Eclipse Bridge | Particle Reactor | Gravity Railgun | Aegis Generator | Disruptor Beams | Solar Panels

- ▶ Looter
- ▶ Mercenary
- ▶ Bounty Hunter
- ▶ O.R. Crime Boss

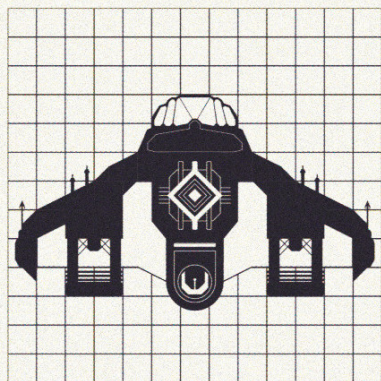
CORSAIR CAPTAINS

- ▶ Android Synth
- ▶ Cyborg
- ▶ Android Titan
- ▶ Synth Apostle

SYNTH CAPTAINS

- ▶ Edge-Worlder
- ▶ Drone Operator
- ▶ Bullseye Hunter
- ▶ Cyborg

NEUTRAL CAPTAINS



STINGRAY FRONTIER

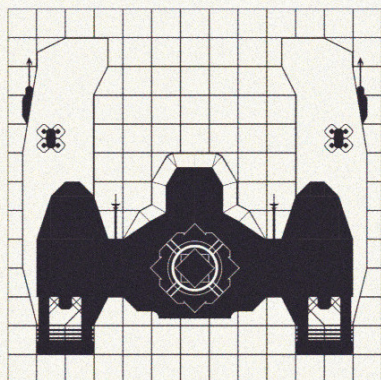
1670✳ + 46⚡

20HULL 3ACTIONS

••••

- 1-3 ▶ Deal **3 damage**, ignoring Shields.
- 4-5 ▶ The next attack made during this turn deals **double damage** [one use per turn].
- 6-8 ▶ Deal **X damage** to all enemy ships.
- 9-10 ▶ If the enemy ship is in critical condition, the ship Captain **boards** the enemy ship.
- SKILL** ▶ Start space combat with **2 Shields** if you are not first in the turn order.

MODS Freighter Command | Nuclear Pulse Jets | Harpoon Missiles | Tracking Radar
Quantum System | Spark Multilasers



EDGECHARGER W

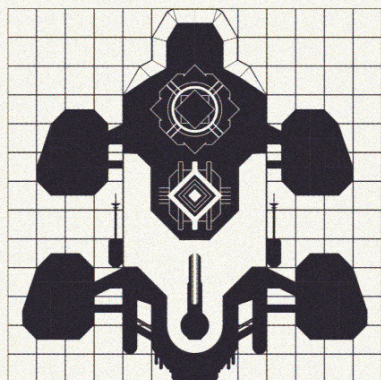
1670✳ + 46⚡

20HULL 3ACTIONS

••••

- 1-4 ▶ Restore **4 Hull**.
- 5-7 ▶ Deal **X damage**, ignoring Shields.
- 8-9 ▶ Deal **10 damage** [one use per turn].
- 10 ▶ Gain **3 Shields**.
- SKILL** ▶ The first time this ship would be destroyed during combat, **set its Hull to 10** and gain **1 Shield** instead.

MODS Delta Cargo Bridge | Nuclear Pulse Jets | Harpoon Missiles | Glaive Lasers
Aegis Generator | Repair Drones



TARRASQUE TITAN

1950✳ + 52⚡

20HULL 4ACTIONS

••••

- 1-4 ▶ Deal **X damage**, ignoring Shields.
- 5-7 ▶ Deal **3 damage**, and an additional +3 damage for each active Shield on this ship.
- 8 ▶ Gain **3 Shields**.
- 9-10 ▶ If the enemy ship is in critical condition, the ship Captain **boards** the enemy ship.
- SKILL** ▶ The first time this ship would be destroyed during combat, **set its Hull to 10** and gain **1 Shield** instead.

MODS Delta Cargo Bridge | Particle Reactor | Gravity Railgun | Glaive Lasers
Aegis Generator | Quantum System

CHARACTER TABLES

FEMININE NAMES *d66*

11 Aoi	21 Diane	31 Jeanne	41 Miorine	51 Pearl	61 Valérie
12 Aurora	22 Eve	32 Julieta	42 Nyx	52 Rose	62 Valkyrie
13 Blossom	23 Felicia	33 Lily	43 Nanako	53 Sirena	63 Willow
14 Belle	24 Gaia	34 Love	44 Olivia	54 Suletta	64 Xia
15 Cammy	25 Harmony	35 Magnolia	45 Ophelia	55 Tiara	65 Yuna
16 Cherry	26 Iris	36 Maria	46 Penelope	56 Úrsula	66 Zahara

NEUTRAL NAMES *d66*

11 Aloe	21 Celeste	31 Indigo	41 Mercury	51 Quinn	61 Uriel
12 Addison	22 Eden	32 Ink	42 Moon	52 Rain	62 Volt
13 Bay	23 Flare	33 Jade	43 Natural	53 Rune	63 Winter
14 Billie	24 Gray	34 Lavender	44 Nieve	54 Silver	64 Xenon
15 Cinnamon	25 Hunter	35 Lyric	45 Opal	55 Shiver	65 Yuri
16 Clay	26 Honey	36 Maple	46 Plume	56 Thyme	66 Zephyr

MASCULINE NAMES *d66*

11 Adam	21 Davos	31 Gideon	41 Lance	51 Reaper	61 Valor
12 Ares	22 Everest	32 Helio	42 Lirio	52 Salem	62 Vein
13 Byron	23 Elio	33 Horus	43 Merlin	53 Silos	63 Wave
14 Cassius	24 Enzo	34 Hyacinth	44 Nile	54 Thiago	64 Xavier
15 Condor	25 Falcon	35 Jäger	45 Orion	55 Triton	65 Yukio
16 Dante	26 Ganymede	36 Junco	46 Perseus	56 Ulrich	66 Zen

STARSHIP NAMES *d66*

11 Behemoth	24 Sisterhood	41 Odyssey	54 Endeavor
12 Siren	25 Century	42 Icarus	55 Runner
13 Legacy	26 Vision	43 Voidgate	56 Atmosphere
14 Sword	31 Watcher	44 Messiah	61 Starfall
15 Infinity	32 Halo	45 Pioneer	62 Nova
16 Warlock	33 Nomad	46 Serpent	63 Gazelle
21 Manticore	34 Trident	51 Liberty	64 Pacific
22 Orpheus	35 Europa	52 Future	65 Excalibur
23 Unity	36 Republic	53 Pyramid	66 Vulcan

STARSHIP CLASS *d12*

1 Speeder	4 Carrier	7 Voyager	10 Destroyer
2 Fighter	5 Transporter	8 Explorer	11 Yacht
3 Interceptor	6 Freighter	9 Worden	12 Dreadnought

PLANET NAMES *d100*

1 Atlantis	21 Faith	41 Kharjet	61 Paladia	81 Ultra
2 Apollo	22 Fate	42 Kiff	62 Pallas	82 Uva
3 Arcadia	23 Freyja	43 Kronos	63 Paros	83 Ulcer
4 Antigua	24 Feather	44 Knidos	64 Primavera	84 Ulisses
5 Boeotia	25 Galapagos	45 Lluvia	65 Qooz	85 Vortex
6 Bahr	26 Ganymede	46 Leon	66 Qassim	86 Violeta
7 Beherit	27 Galatea	47 Lagoon	67 Qiron	87 Völley
8 Bismuth	28 Gjöll	48 Letho	68 Quetzal	88 Valhalla
9 Camelot	29 Helios	49 Myrrha	69 Rabia	89 War
10 Cerberus	30 Hypnos	50 Megara	70 Rhodes	90 Willow
11 Corinth	31 Hosityk	51 Manek	71 Regia	91 Wendigo
12 Chryse	32 Heimr	52 Melos	72 Rota	92 Ximena
13 Dion	33 Ionia	53 Nirvana	73 Styx	93 Xieuv
14 Dinamo	34 Iris	54 Nieve	74 Sicyon	94 Xyz
15 Delos	35 Ithaca	55 Nysa	75 Scylla	95 Yakh
16 Danae	36 Icarus	56 Nymph	76 Sierra	96 Yggdrasil
17 Eirene	37 Ichor	57 Oebalus	77 Tiryns	97 Yvel
18 Echo	38 Jasmine	58 Orcus	78 Tartesso	98 Ziggurat
19 Euboea	39 June	59 Olympus	79 Thera	99 Zoco
20 Eos	40 Jewel	60 Óleo	80 Tomb	100 Zeht

SATELLITE NAMES *d20 + d20*

1 Alpha	11 Nu	1 Falcon	11 Shield
2 Beta	12 Xi	2 Venture	12 Plate
3 Gamma	13 Omicron	3 Rotor	13 Hope
4 Delta	14 Pi	4 Phase	14 Window
5 Epsilon	15 Rho	5 Isle	15 Light
6 Zeta	16 Sigma	6 Star	16 Call
7 Eta	17 Tau	7 Tick	17 Node
8 Theta	18 Upsilon	8 Ghost	18 Child
9 Iota	19 Psi	9 Wand	19 Eden
10 Lambda	20 Omega	10 Omen	20 Unit

SETTLEMENT NAMES *d20 + d20*

1 Aries	11 Aquarius	1 Arc	11 Titan
2 Taurus	12 Pisces	2 Cocoon	12 Valiant
3 Gemini	13 Andromeda	3 Dome	13 Trail
4 Cancer	14 Ursa	4 Gorgon	14 Beacon
5 Leo	15 Ophiuchus	5 Heart	15 Cage
6 Virgo	16 Lyra	6 Mother	16 Moth
7 Libra	17 Hercules	7 Noble	17 Fortress
8 Scorpius	18 Crater	8 Oath	18 Light
9 Sagittarius	19 Aquila	9 Palace	19 Field
10 Capricorn	20 Pegasus	10 Scarab	20 Dungeon

TRADE *d20*

- 1 Refugee
- 2 Criminal
- 3 Smuggler
- 4 Narcobiotic Addict
- 5 Street Fighter
- 6 Factory Worker
- 7 Scavenger
- 8 War Veteran
- 9 First Settler
- 10 Space Trucker
- 11 Starship Mechanic
- 12 Union Steward
- 13 Artist
- 14 Weaponsmith
- 15 Security Officer
- 16 Astral Cartographer
- 17 Doctor
- 18 Xenobiologist
- 19 Entrepreneur
- 20 Politician

EMOTION *d20*

- 1 Lonely
- 2 Powerless
- 3 Vengeful
- 4 Sharp
- 5 Proud
- 6 Sociable
- 7 Distant
- 8 Strict
- 9 Caring
- 10 Selfish
- 11 Polite
- 12 Creepy
- 13 Eccentric
- 14 Shy
- 15 Attractive
- 16 Successful
- 17 Impulsive
- 18 Charismatic
- 19 Stoic
- 20 Adventurous

LOOK *d20*

- 1 Combat garments
- 2 Space suit
- 3 Tool belts
- 4 Old World clothes
- 5 Plain clothes
- 6 Silk robe
- 7 Prismatic dress
- 8 Worn tracksuit
- 9 Blood-stained shirt
- 10 Elegant suit
- 11 Shirtless
- 12 Intricate Tattoos
- 13 Alien bite marks
- 14 Lab coat
- 15 Camo jacket
- 16 Aviators
- 17 VR headset
- 18 Jet pilot helmet
- 19 Tribal attire
- 20 Serum jewelry

REACTION *d12*

- | | | | |
|---------------|--------------|-------------|-------------|
| 1 Violent | 4 Suspicious | 7 Peaceful | 10 Friendly |
| 2 Aggressive | 5 Wary | 8 Curious | 11 Helpful |
| 3 Threatening | 6 Passive | 9 Welcoming | 12 Generous |

STYLE *d6*

- 1-2 Masculine
- 3-4 Androgynous
- 5-6 Feminine

FACTION *d6*

- | | | |
|-------------------------|---------------------|---------------|
| 1 W.A.R.G. | 3 Medusa Sector | 5 Synth Arch |
| 2 Intersolar Federation | 4 Corsair Syndicate | 6 Non-Aligned |

APOCALYPSE THEORY *d10*

- 1 Universal warfare brought its demise
- 2 It was the result of a failed popular uprising
- 3 It was caused by an omnipotent divine being
- 4 A machine hive mind almost replaced humanity
- 5 Greed and inequality destroyed society
- 6 A supernatural event caused by the void
- 7 A failed experimental technology caused it
- 8 It was done on purpose to stop overpopulation
- 9 The Old World is a lie created by the government
- 10 Humanity was attacked by an alien civilization

GOAL *d10*

- 1 Find someone to love
- 2 Forgiveness
- 3 Acquire knowledge
- 4 Find purpose
- 5 Escape from the past
- 6 Find true freedom
- 7 Redemption
- 8 Find a home
- 9 Vengeance
- 10 Explore the galaxy

NPC REQUESTS *d100*

- 01-02 Transport to a **Star Cruiser**. They are one of its crew.
- 03-04 **PowerGen**, as a backup in case their cybertech is compromised.
- 05-06 50*, to repair their starship after colliding with a cluster of space debris.
- 07-08 2 **Health Packs**, to cure a wounded family member.
- 09-10 **AntiVirus**, to protect their mental interface from enemy attacks.
- 11-12 Transport to an **Ecumenopolis**, from which they fled years ago.
- 13-14 2 **BurnPatches**, to help cure burns during their trips to Volcanic Moons.
- 15-16 50*, to buy their loved one a gift.
- 17-18 2 **Energy Cells**, to restore energy in case something goes wrong.
- 19-20 **EMP Grenade**, to neutralize enemy hackers during their next mission.
- 21-22 Transport to a **Helios Farm**. They need to stock up on cheap energy.
- 23-24 **Taser Shell**, for protection against thieves and looters.
- 25-26 75*, to fix their speeder bike back on their home planet.
- 27-28 2 **Frag Grenades**, to attack a group of unsuspecting enemy soldiers.
- 29-30 **Tricillin Tablet**, to sharpen their senses during their next mission.
- 31-32 Transport to a **Pirate Hideout**. They have business left to attend there.
- 33-34 **Supranova Physic**, to use as a combat stimulant during a raid mission.
- 35-36 75*, to buy a travel ticket back to their home planet.
- 37-38 **Data Shard**, to decrypt a powerful computer terminal.
- 39-40 A bottle of **Stardust Soda**, to taste the spirit of the Old World one last time.
- 41-42 Transport to a **Sylvanian Planet**, to experience the wild fauna.
- 43-44 A bottle of **Zero-G Liquor**, to drown their sorrows in alcohol.
- 45-46 100*, to repair their damaged cybertech implant.
- 47-48 **Contraband Package**, carrying items deemed illegal in the Settlement.
- 49-50 **Terraform Seed**, to repair chemical damage done to their home planet.
- 51-52 Transport to an **Asteroid Sea**. There's a hidden stash waiting for them there.
- 53-54 **HACK_Shadow**, to sneak past the cameras and security system in their next heist.
- 55-56 100*, they need to pay off debt to a space pirate mafia group.
- 57-58 **Bulletproof Vest**. They need protection against enemy bullets.
- 59-60 **Kinetic Engine**, to upgrade their old **Neon Blade**.
- 61-62 Transport to a **Research Station**. They are part of an ongoing experiment.
- 63-64 **NGHTMR Key**. They need it to corrupt an enemy's computer terminal.
- 65-66 200*, to build their dream robot. They give you 2 **NetLinks** in exchange.
- 67-68 **Smart Aim** mod, to help them use their pistol after suffering injuries in war.
- 69-70 **DRONE_Spider**, to help them perform their tasks at work.
- 71-72 Transport to a **Corsair Settlement**. They have a **Contraband Package** to deliver.
- 73-74 **Gravity Rifle**. They need a new weapon to go back to the front lines.
- 75-76 200*, to set up a store in the Settlement. Regular items are 5* cheaper there.
- 77-78 **Hades IV Armor**, its heat protection will be useful for their next job.
- 79-80 **DRONE_Ladybug**, to spy enemies with ease.
- 81-82 Transport to a **Nuclear Moon**. They want to investigate radiation samples.
- 83-84 **Silenced Revolver**. They need the weapon to carry out a bounty contract.
- 85-86 **HACK_Trojan**, to be able to infiltrate enemy systems.
- 87-88 **Tesseract**. They are not willing to disclose what they need it for.
- 89-90 **Scanner Eye** implant, to replace their missing eye.
- 91-92 Transport to a **Hollow Moon**. They want to explore its inner layer.
- 93-94 **Shield Generator** module. Their current one got damaged in a recent battle.
- 95-96 **Warp Drive**, for their star yacht. They offer a random **Master Hack** in exchange.
- 97-98 A new **Engines Module** for their ship. Their current one is broken beyond repair.
- 99-00 **Chromefist** implant, to replace the arm they lost in a previous fight.

CAMPAIGN

INTERSTELLAR ADVENTURE

A standard game of ASTROPRISSMA takes place in **Untamed Space**, the far reaches of the universe that best withstood the fall of the old empires.

In Campaign Mode, you will travel from the outskirts of the known universe toward the **Galactic Core**, where the presence of the post-apocalyptic factions of human and machine is strongest, and their wars and conflicts are most visible.

POST-APOCALYPTIC WAR

Each of the **three Star Systems** that you will explore during your campaign will feature a battle between two or three factions that fight for dominance over the sector.

Your objective during the game is to join a faction and help them **reach 3 Strength**.

Use the meter below the Star System Map to track the current Strength of each faction.

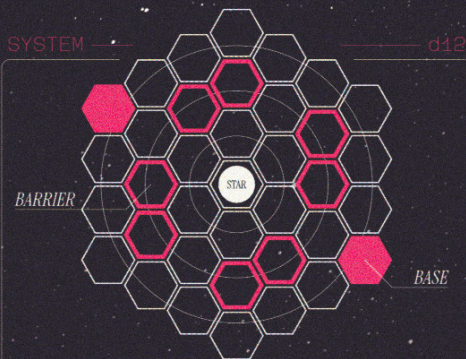


HYPERLIGHT JUMPS

To travel to a new Star System, you will need to find a **Warp Drive** and upgrade it to a **HyperLight Drive** by spending **300 Scraps** at a Settlement's Hangar.

The upgraded device requires precise data and coordinates to perform a faster-than-light jump, which can be gathered by **exploring every tile** of the map.

Once you have mapped the entire Star System, you can spend **10+** to **teleport to the next**. Place your starship token on an empty tile of your choice and begin the next cycle. You can **warp between** explored systems by paying **10 Fuel**.



SYSTEM TYPES

As you venture into the Galactic Core, you will come across **new types of Star Systems**. Before exploring each system, roll on pages 131-132 to determine its type. The kind of die you use changes as you progress through the systems:

SYSTEM I ————— Roll a **d6**

SYSTEM II ————— Roll a **d10**

SYSTEM III ————— Roll a **d12**

○ BARRIER TILES

Impassable hexes occupied by a structure or hazard that impedes regular travel through them.

● FACTION BASES

Fortified **Settlements** that serve as the base of operations for warring factions. Each system has 2-3 Bases in direct conflict with each other.

Roll on the **random faction table** [p.57] to determine what faction is in control of each Base. If the result is a faction that already has a Base in their power in this system, or in a previous one, repeat the roll until all 5 factions have a Base under their control.

Bases act like Settlements, except they are only accessible to **faction members**.

SYSTEM TYPES

MODE

GATHERING STRENGTH

Factions accumulate Strength by **holding** and **capturing Bases**. Each Base a faction controls provides +1 Faction Strength. Your goal is to help the faction you side with hold 3 Bases across the three systems.

As a faction gathers power, its influence is felt across the entire sector. **Each point of Strength has a tangible effect.** Reference the table to the right to see the impact of the rise of each faction in the hierarchy:

ZONES OF CONTROL

As the factions gain more Strength, they will begin to acquire more **territory** in the systems. Captured tiles are known as **zones of control**.

Zones of control can only be accessed by characters with **0 or higher Favor** with the ruling faction. If you have negative Favor, your ship will be attacked on sight. Roll a d6 on the **Starship Fights** [p.96-112] table of the faction in control to determine what encounter you will face. If you win the confrontation, the tile will become neutral.

If two factions claim control over the same hex, the tile remains neutral.

CAPTURING BASES

Bases work as zones of control for the faction in power. To capture an enemy Base, you will first need to gain access to it by winning a random **Starship Fight** against the opposing faction.

Once inside, roll a d6 on the **Faction Troops** [p.96-112] table to find out what enemy forces you will need to defeat to capture the facility. Add **+1 to the roll result for each Strength point** your faction has.

If you emerge victorious, the Base will now be under your faction's control.

TURF WAR

Before advancing to a new system, **count the number of Settlements & zones of control** of each faction in the current map. The faction with the highest total **takes over** the Base of the faction with the lowest amount of territory under their control.

FACTION STRENGTH

WARG

- 1 Small & Medium Planets are now under WARG control.
- 2 Giant Planets & Planets with Moons are now under WARG control.
- 3 WARG doesn't lose control of Planets with Moons even after their ships are defeated.

INTERSOLAR FEDERATION

- 1 Tiles adjacent to ISF Bases are now under ISF control [except Barriers].
- 2 Neutral Starship Encounter tiles are now under ISF control.
- 3 Defeated Hostile Starship Encounters are now under ISF control.

MEDUSA SECTOR

- 1 Medusa Bases can't be captured unless the opposing faction has 3+ Strength.
- 2 Research Outposts & Star Cruisers are now under Medusa Sector control.
- 3 Other factions' Settlements don't count toward their territory for Turf War.

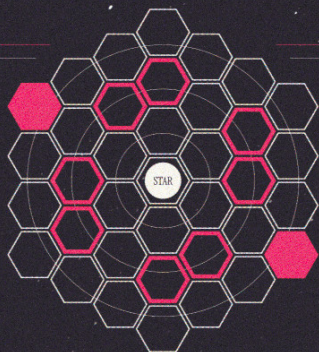
CORSAIR SYNDICATE

- 1 In System I, Hostile Starship Encounters count as Corsair territory for Turf War.
- 2 Pirate Hideouts & Asteroid Seas are now under Corsair Syndicate control.
- 3 Outer Ring tiles controlled by opposing factions are now neutral [except Bases].

SYNTH ARCH

- 1 In System III, Barrier tiles count as Synth territory for Turf War.
- 2 Helios Farms, Void Planets, and Ringed Planets are now under Synth Arch control.
- 3 System I Bases no longer provide Faction Strength to those in control.

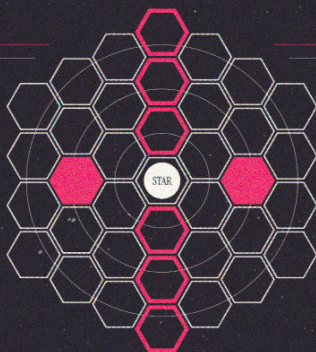
II _____ 01



Four derelict O'Neill cylinders house rare flora and fauna. After decades without human supervision, their current status is unclear.

VIVARIUM

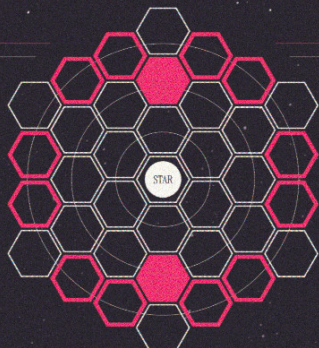
II _____ 02



A divided system split down the middle into two equal sides. The two halves are controlled by opposing factions engaged in war.

MIRROR

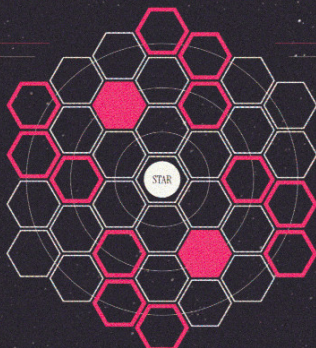
II _____ 03



Concentrated gas and ice particle clusters orbit the system's outer ring, surrounding and shielding its traversable core.

COLOSSEUM

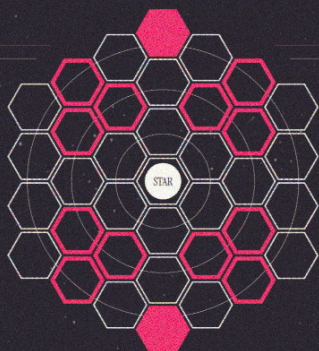
II _____ 04



Two ancient military citadels have been captured by opposing factions, turning the system into a galactic war theater.

FORTRESS

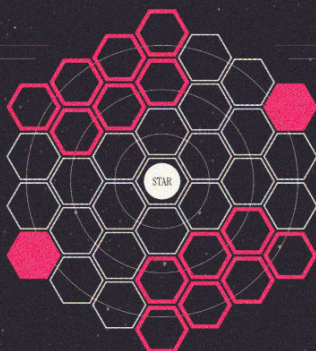
II _____ 05



Various triangular metallic megastructures appeared in this system years ago. Their origin or purpose is still unknown.

DOLOS

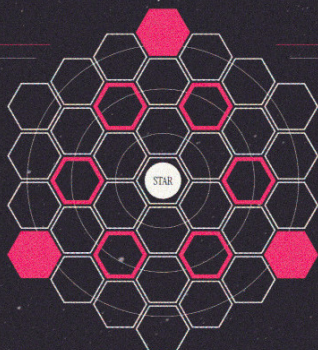
II _____ 06



The dense, impassable asteroid fields at opposite ends of the system make its center the only way to travel between its 2 Bases.

HALLWAY

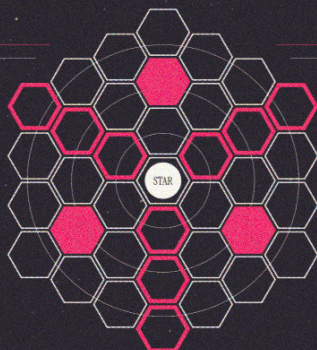
III ——— 07



Six strange void formations gravitate around the star, believed to be the cause of the disappearance of countless spacecraft.

BERMUDA

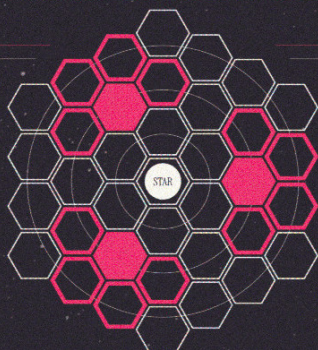
III ——— 08



Divided into three separate areas of control, this system is an active warzone where each faction fights relentlessly for territory.

CROSSHAIR

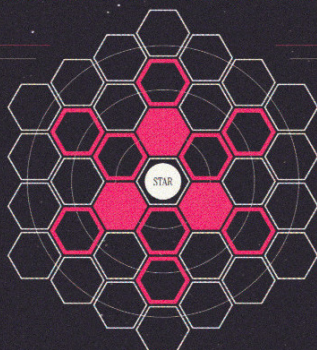
III ——— 09



An Old World galactic shipyard, consisting of three giant platforms, each with the capacity to manufacture millions of vessels.

ARMADA

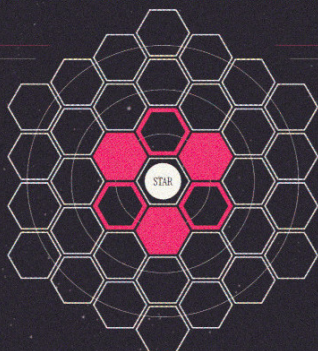
III ——— 10



An experimental solar megastructure prototype. Part of its previously inhabited core structure has been taken over by faction forces.

SHOWFLAKE

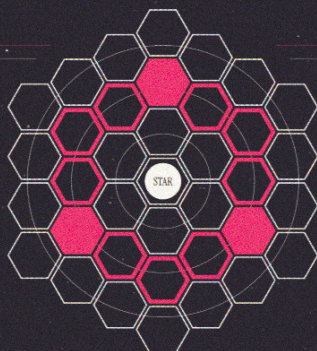
III ——— 11



A giant artificial shell envelops the star. The old and broken sphere can barely power three faction bases located on its perimeter.

DYSON SPHERE

III ——— 12



Three Settlements connected by a hollow carbon ring torus. The monumental structure once housed billions of human lives.

RINGWORLD

MULTIPLAYER

MULTIPLAYER OPTIONS

There are two different ways of playing ASTROPISMA with other players:

COOPERATIVE PLAY // Every participant is part of the crew, roleplaying as a character of their own creation. The **narrative is built collectively** by putting ideas together, following common goals that the PCs share, and by using the game's systems to create a procedural story, similar to solo mode.

GUIDED PLAY // One of the participants takes the role of guide, while the rest of the players play as their PCs. The guide will embody the **ORACLE SYSTEM [OS]**, and roleplay as the virtual software that will help and **assist the players** through their travels, as well as **introduce narrative hooks**, describe surroundings and situations while exploring, roleplay as the NPCs they meet, or even control enemies during combat.

As the OS, your role is to interpret the answers of the Oracle tables and mix them with your own stories and ideas to create encounters, locations, and characters for the players to experience and interact with.

ROLLS & DECISIONS

You will need to make choices while playing the game. To do so, **debate with your crew** what option to choose. You can hold a vote for important decisions and consult the Oracle for advice.

Certain situations will require you to perform a **Challenge Roll**. Pick the member of your crew who you think is best suited for it and roll the dice. The consequence of some rolls will affect the entire crew according to context.

EXAMPLE Your ship is about to get hit by a solar flare. You quickly decide that the crew's pilot should roll to avoid the incoming fire column. The roll fails, so all your crew takes damage.



REGULAR COMBAT

Character-to-character combat needs to be **balanced to account for the increase in players**. If you are the OS, you can increase the number of enemies, their HP, or the number of actions they can take per turn to scale the difficulty for your current player count and to match the circumstances of the fight.

If you are in co-op, or if you want a base guideline of how to scale combat challenges for your number of players, you can **follow this guide**:

- | | |
|---|---|
| 2 | +5 HP
Bosses get +1 move per turn |
| 3 | +10 HP & 1 extra enemy added
Bosses get +1 move per turn |
| 4 | +15 HP & +2 extra enemies added
Bosses get +2 moves per turn |

- ◆ **Increase the HP** of all enemies by the amount shown.
- ◆ **Add more enemies** of the same type [if there are different enemy types, add more of the highest difficulty one].
- ◆ **Roll more moves per turn** for Bosses.

SPACE COMBAT

Ship-to-ship battles are a collective endeavor. Roll the **Action Dice** and talk to your crew about how to spend them. Use your individual **role skills** to help during the fight. Roleplay what your characters are doing inside the ship and how they react to everything that takes place during the fight.

COMBAT BALANCE

R If a PC suffers an **Abyssal Scar**, all other players are also teleported to the STAR hex along with them.

If a PC dies, you may choose to **create a new character** from scratch and make them join the crew. Come up with a story or encounter to introduce the new PC.

FAVOR & ALLÉGIANCE

Some outcomes will result in Favor increases or penalties with various factions. These will affect **all members** of the crew.

Individual characters may have different leanings or experiences with each group, but the crew is meant to act together as a unit when facing and interacting with the game's factions. Debate with your companions which side to take, which factions you want to befriend, which to oppose, and which to remain neutral with.

COOPERATIVE PLAY

To help you build a story together, it's a good idea to start by thinking about **how your crew came together**. How did your PCs meet? How did they acquire the ship? What do they agree/disagree on? Try to find common ground and **build your adventure around their shared goals** and objectives.

FACTION EVENTS & MISSIONS

Faction events, missions, and other similar quests or objectives are **taken together** as a crew. Rewards and loot are received **once** and shared among all crewmembers.

Faction events can be triggered as long as at least one of the crewmembers fits the designated Favor requirement.

If a crewmember is expelled from a faction, all other crewmembers will also be expelled from that faction.

GUIDED PLAY

When playing as the OS, you can be as hands-on as you want [creating your own adventures, choosing enemy moves during combat, etc.], or take on a lighter role by letting the game's systems take care of some of those things for you while you **focus on guiding the players** through the game.

PLAYER ADVICE

ASK QUESTIONS // Don't be afraid to consult your crewmates and the Oracle regularly. Having better context and understanding of a situation will help you come to **better decisions** together.

WORK TOGETHER // The game expects you to join forces with your allies. Don't fight battles individually. Try to **devise a strategy** or plan together before getting your hands dirty. Combine your abilities with your allies to become stronger and cover each other's weak spots when in danger.

ROLEPLAY FIRST // Roleplay comes first, mechanics second. **Think about how your PC would act** and think in each scenario and share it with the others by roleplaying. Try to reduce the frequency of Challenge Rolls, and aim to determine outcomes with a single dice roll, to concentrate their impact.

ORACLE ADVICE

CONNECT THE DOTS // Weave an interconnected story by linking elements together. Piece together a narrative by creating a **common thread between the random encounters** your players experience. Try to come up with a series of stories that are taking place in the system, even without player involvement, and let players interact with them freely.

CREATE CHOICES // Present choices for the players, not linear stories. Try to leave things open-ended and **adapt the progress of the narrative to their decisions**. Build a sandbox for the players and pay attention to the elements that attract them the most.

SHOW CONSEQUENCES // Make the impact of the player's choices evident. **Show their direct consequences**. Think about how the ripple effect of their decisions affects NPCs and the system as a whole.

EXAMPLE OF PLAY

OO-OP MULTIPLAYER

A crew of three spacefarers ventures into the depths of a dark cave. Fate has brought them to a desolate Crater Moon, orbiting a massive gas giant in the system's outer ring. Strapped for cash, the group agreed to take a dangerous job from a satellite mining corporation: they must access an abandoned nuclear reactor and retrieve its energy generator.

ECHO ■ There's something off about this. The Geiger counter has stopped working since we entered the underground reactor, yet my systems are not detecting strong radiation levels.

AOI ■ I have a bad feeling about this job too. I think there's something the company didn't tell us. No rubble, no ruins, no signs of an explosion or radiation leak. They said that the power plant was abandoned after an accident decades ago, but what kind of accident?

/ ASKING THE ORACLE / WHY WAS THE FACILITY ABANDONED?

5+3 ► Evolution

ECHO ■ Good question. I had my ORACLE™ software scan some blood samples from the previous room. They appear to contain genetically altered alien DNA. Something tells me they were doing a lot more than simply splitting enriched uranium in this facility.

NIEVE ■ Guys, look over here! I found a locked gate behind the laboratory. It's shut tight. I tried to hack the mechanism but the electricity grid is broken. Guess we'll have to force it open. AoI! Want to give this a try?

AOI ■ I'll do it. I'm the strongest of us three. Maybe the answers we seek are behind this door.

/ CHALLENGE ROLL / VIGOR

PLAYER 7 > 3 CHALLENGE

A deafening scream reverberates through the entire underground building. From behind the opened gate, a Mutated Chimaera threatens the crew. The artificially evolved monstrosity seems to protect the only working energy generator left, connected to its feeding machine.

ECHO ■ Should've seen this coming. Never trust a fucking corpo.

EXAMPLE OF PLAY

GUIDED MULTIPLAYER

{OS} ■ As your starship cruises toward your next objective, you cross paths with a large cargo hauler. The ship appears to use a Beluga Transporter chassis. The name 'ЖЕЛАНЬЕ TRADING' is displayed on its reddish-brown exterior, covered with dozens of shipping containers.

GIDEON ■ Great! Just what we have been waiting for. Easy prey. With a little luck, we could sell their goods for a few vials of Serum. Let's get ready to engage and raid their ship.

INAYA ■ Wait, let's try to establish contact first. Our ship is much more powerful than theirs. We may be able to convince them to surrender their cargo without a fight.

{OS} ■ You establish a hologram link with the vessel. Its captain's face is projected through the comms screen. {The OS now roleplays as the trading ship's captain}

CAPTAIN {OS} ■ Robert Kamome-Löw here. Senior navigator for ЖЕЛАНЬЕ. What are your intentions?

INAYA ■ Greetings Mr. Löw. I won't waste your time, or mine. We are here to offer you a trade. Your cargo for the safety of your vessel. And your own.

GIDEON ■ That's right! Brand new Glaive-class Lasers on this beauty, waiting for their first victim. Think about your choice carefully, sir. My finger is begging to squeeze this trigger.

INAYA ■ [Whispering] Shh! Quiet! I told you to leave the negotiations to me!

/ SOCIAL ROLL / INTIMIDATION {VIGOR}

PLAYER 9 > 6 CHALLENGE

CAPTAIN {OS} ■ Pirates... I'm old enough to remember a time when space wasn't under the heel of your kind. I wouldn't mind dying while fighting leeches like you, but I won't let my crew throw their lives away for a few metal containers. Take the cargo and leave.

 ACHIEVEMENTS

Complete a standard game of ASTROPRIUMA, exploring every hex in the system and achieving one of the faction final events.



Complete a game with each of the 6 starting Origins.



Amass a fortune of 9.999 Serum during a single playthrough.



Complete a game in Campaign Mode with each of the 5 Factions.



Complete a game in solo mode with no additional crewmembers other than your player character.



Complete a game in Campaign Mode without healing HP or Hull at Settlements, where all enemies have +20 HP, and starships +10 Hull.



Complete a HARDCORE game without any of your player characters or crewmembers dying or suffering Abyssal Scars.

QUICK

EXPLORATION ROLL

NAVIGATION SYSTEM

6 FACTION ENCOUNTER	FACTION d10 PAGE 92	1-2 Corsair Syndicate 3-4 W.A.R.G. 5-6 Medusa Sector 7-8 Intersolar Federation 9-10 Synth Arch	WHAT FAVOR?	POSITIVE FAVOR [0 or higher] NEGATIVE FAVOR [-1 or lower]	Neutral Faction Encounter Hostile Faction Encounter	SPECIFIC ENCOUNTER d6 PAGE 95-112
5 PLANET	PLANET SHAPE d6	OUTER P.63 1-2 Two Moons 3-4 Ringed Planet 5-6 Giant Planet MIDDLE P.65 1-2 One Moon 3-4 Two Moons 5-6 Medium Planet INNER P.67 1-2 Small Planet 3-4 One Moon 5-6 Void Planet	PLA. TYPE d6 PAGE 73	1 Gaian 2 Colorian 3 Vaporian 4 Aquarian 5 Sylvanian 6 Ecumenopolis 1 Asteroid 2 Crater Moon 3 Nuclear Moon 4 Frost Moon 5 Volcanic Moon 6 Hollow Moon	LAND. SPOT ON PAGE 73 LAND. SPOT ON PAGE 81	PLANET ENCOUNTER d6 PAGE 75-80 SATELLITE ENCOUNTER d6 PAGE 83-88
4 NEUTRAL ENCOUNTER	ENC. TYPE d6 PAGE 74	1 No Encounter 2 Derelict Ships 3 Cargo Transport 4 Civilian Transport 5 Radio Signals 6 Supranatural Events	SPECIFIC ENCOUNTER d6			
3 HOSTILE ENCOUNTER	ENC. TYPE d6 PAGE 89	1 No Encounter 2 Outlaws & Looters 3 Space Pirates 4 Mercenaries 5 Spacefarers 6 Faction Battles	SPECIFIC ENCOUNTER d6			
2 RING EVENT	WHAT RING? d6	OUTER P.63 EVEN Pirate Hideout ODD Asteroid Sea MIDDLE P.65 EVEN Star Cruiser ODD Research Outpost INNER P.67 EVEN Solar Flare ODD Helios Farm				
1 SETTLEMENT	FACTION d10 PAGE 57	1-2 Corsair Syndicate 3-4 W.A.R.G. 5-6 Medusa Sector 7-8 Intersolar Federation 9-10 Synth Arch				

TABLES

OPERATIONAL RACAR ASSISTANT COMPANION FOR LUNAR EXPLORATION

ORACLE™

1 NO, AND...

- 1 Void
- 2 Treason
- 3 Chaos
- 4 Pain
- 5 Corruption
- 6 Oppression

2 NO

- 1 Suspicion
- 2 Regression
- 3 Collision
- 4 Desire
- 5 Vengeance
- 6 Occult

3 NO, BUT...

- 1 Survival
- 2 Sacrifice
- 3 Conflict
- 4 Control
- 5 Electricity
- 6 Subversion

4 YES, BUT...

- 1 Nurturing
- 2 Light
- 3 Noise
- 4 Healing
- 5 Velocity
- 6 Freedom

5 YES

- 1 Compromise
- 2 Prophecy
- 3 Evolution
- 4 Guidance
- 5 Growth
- 6 Nature

6 YES, AND...

- 1 Balance
- 2 Wealth
- 3 Change
- 4 Order
- 5 Truth
- 6 Time

LOOT AND BOSS REWARDS

LOOT

LOOT REWARDS

- 01 25 Serum
- 02 Health Pack
- 03 Energy Cell
- 04 R. Status Cure
- 05 30 Scraps
- 06 R. Narcobiotic

- 07 R. Ranged Weapon
- 08 R. Melee Weapon
- 09 60 Scraps
- 10 75 Serum
- 11 R. Hack
- 12 R. Ranged Mod

- 13 R. Melee Mod
- 14 150 Serum
- 15 R. Armor Set
- 16 R. Master Hack
- 17 R. Cybertech
- 18 300 Serum

BOSS REWARDS

- 01 1* Hyperdrive
- 02 200 Scraps
- 03 R. Armor Set
- 04 R. Master Hack
- 05 350 Serum
- 06 R. Cybertech

EQUIPMENT DATABASE

ITEMS & EQUIPMENT

RANGED WEAPONS

- 1 Revolver
- 2 Gauss SMG
- 3 Laser Blaster
- 4 Gamma Gun
- 5 Ignition Shotgun
- 6 Ion Carbine
- 7 Pulse Rifle
- 8 Gravity Rifle

MELEE WEAPONS

- 1 Carbon Dagger
- 2 Helix Wire
- 3 Rocket Hammer
- 4 Plasma Shield
- 5 Halo Discs
- 6 Neon Blade

RANGED WEAPONS MODS

- 1 Silencer
- 2 Laser Accelerator
- 3 Reflex Sight
- 4 Malware Injection
- 5 Auto Reloader
- 6 Smart Aim

MELEE WEAPONS MODS

- 1 Stealth Grip
- 2 Counter Guard
- 3 Vibrating Motor
- 4 Heat Chamber
- 5 Kinetic Engine
- 6 Charge Attack

ARMOR SETS

- 01 Reinf. Jacket
- 02 Bulletp. Vest
- 03 Night. Clothing
- 04 Combat Exo.
- 05 Eagleshot Armor
- 06 Athena X Armor
- 07 Orion III Armor
- 08 Mercurian Armor
- 09 Hades IV Armor
- 10 Colossus Suit

STATUS CURES

- 1-2 BurnPatch
- 3-4 ShieldStim
- 5-6 PowerGen
- 7-8 AntiVirus
- 9-10 AdrenaShot

GRENADES

- 1-2 Frog Grenade
- 3-4 Heat Bomb
- 5-6 EMP Grenade
- 7-8 Taser Shell
- 9-10 Flash Round

HACKS

- 01 Javelin
- 02 Trojan
- 03 Ember
- 04 Blackout
- 05 Shadow
- 06 Counter.
- 07 Volt
- 08 Kraken
- 09 Ignite
- 10 Hydra

NARCOBIOTICS

- 1 Stratogen Horm.
- 2 Vesterone Stim.
- 3 Testogre Horm.
- 4 Electroxyne Caps.
- 5 Tricillin Tablet
- 6 Supranova Physic

MALWARE

- 01 Nothing
- 02 -1 Energy
- 03 -2 Health
- 04 -2 Energy
- 05 Stunned 1
- 06 -4 Health
- 07 Shocked 1
- 08 -3 Energy
- 09 Silenced 1
- 10 Random Hack

CYBERTECH

- 1-2 Detox System
- 3-4 Cortex Firewall
- 5-6 Healing Nanobots
- 1-2 Code Processor
- 3-4 Zettabyte RAM
- 5-6 Second Brain

- 1-2 Titanium Bones
- 3-4 Forceblast Hand
- 5-6 Mantis Scythes
- 1-2 Jet Propulsors
- 3-4 Trigger Fingers
- 5-6 Hyper Reflexes

- 1-2 Chromefist
- 3-4 Dual Processor
- 5-6 Heart Engine
- 1-2 Scanner Eye
- 3-4 Atlas Hands
- 5-6 Chainsaw Arms

MASTER HACKS

- 1 Mindsteal
- 2 Parasite
- 3 Supernova
- 4 Ragnarok
- 5 Aegis
- 6 Archangel

QUICK

EXPLORATION CYCLES

► MOVE YOUR STARSHIP

Move **1** Hex and lose **1** Fuel.

► EXPLORE LOCATION

If you land on an empty hex, perform an **Exploration Roll**.

► MARK RESULTS

Draw the encounter on the **Map** and write it on your **journal**.



Remember to restore **3+** at the end of each cycle if you are at full Health.

EXPLORATION CYCLES

CHALLENGE ROLLS

Roll two d10s – the **Player die** and the **Challenge die**. Add the relevant stat to each die. If your result is **higher**, you succeed.

CHALLENGE ROLLS

EXPLORATION ROLLS

6 Roll d6 on the **ring encounter** table.

6 Roll **additional** d6 to specify the encounter.

EXPLORATION ROLLS

WEAPON MODS



Each weapon can hold up to **2** **unique weapon mods**. You can freely swap or extract mods from weapons. Doing so during combat costs a **Side Action**.

WEAPON MODS

CYBERTECH IMPLANTS



Increase your stats and gain new abilities with **Cybertech**. Implants must be **installed** to work. You can do so at Settlement **Wiredocs**.

CYBERTECH IMPLANTS

HYPERDRIVE EFFECTS



- Reroll **any** dice roll in the game
- Deal the **maximum** possible damage
- Use an ability **without** paying its **Energy** cost

HYPERDRIVE EFFECTS

SERUM AND SCRAPS

Serum [※] is the main currency used in transactions between characters.
Scraps [✱] are used to craft items, repair the ship, and trade.

SERUM AND SCRAPS

STATS AND SOCIAL ROLLS

VIG ► strength, survival, athletics using weapons, brute force.

[**authority** / **bravery** / **intimidation**]

GRA ► piloting, dodging, agility, stealth, aiming.

[**subterfuge** / **street-smarts** / **charm**]

MIN ► hacking, decrypting data, reasoning, knowledge.

[**philosophy** / **diplomacy** / **ideology**]

TEC ► repairing, interacting with technology, using cybertech.

[**logic** / **rhetoric** / **debate**]

STATS AND SOCIAL ROLLS

RULES

COMBAT RULES

PLAYER ACTIONS

During your turn you can perform a ♦ **Main Action** and a ♦ **Side Action**.

MAIN	WEAPONS	CYBERTECH	HACKS	ESCAPE	+
SIDE	ITEMS	+			

ENEMY ACTIONS

Roll a **d10** on the enemy's move list to determine what action they take during their turn.

AFTER THE FIGHT

Roll for **loot** & gain **EXP**.

COMBAT RULES

TURN ORDER

All combatants roll **d10 + GRA**. The character with the highest total moves first, followed by the second highest, and so on.

TURN ORDER

ENEMY TARGETING

Enemies will target the ally that goes **next in the turn order**. If an enemy has 2 or more actions, each move will have a different target.

ENEMY TARGETING

HACKS AND MALWARE

To cast a **HACK**, ♦ **ROLL MIND** against an enemy. If you win, the hack's effect takes place. If you lose, you are infected with **Malware**.

HACKS AND MALWARE

DRONES AND MECHS

You can spend a ♦ **Main Action** during combat to deploy a **DRONE**. Once the drone is active, you can use your ♦ **Side Actions** to control it.

DRONES AND MECHS

RESTORING HP AND HULL

You can fully restore Health and Hull at **Settlements**. You can also spend **20*** and an **Action Die** to restore **d6 + TEC Hull** during combat.

RESTORING HP & HULL

STARSHIP COMBAT

YOUR TURN

Roll your **Action Dice** and allocate their results to activate your module's abilities.

ENEMY TURN

Roll as many **d10s** on their combat moves list as they have **Actions**.

AFTER THE FIGHT

Roll for **loot** & gain **EXP**.

SHIELDS Shields nullify all damage from the next incoming attack. Once a Shield blocks an attack, it is consumed. They reset to 0 after each fight.

STARSHIP COMBAT

ABYSSAL SCARS

When a PC reaches **0 Health** or the crew's ship reaches **0 Hull**, roll an **Abyssal Scar**. Add **+1** to the roll for each previous scar you have.

ABYSSAL SCARS

ASTROPRISMA

MECHANICS

Abyssal Scars 89
Achievements 136
Armor 15
Campaign Mode 129
Faction Strength 17, 129
Challenge Rolls 16
Character Sheets 10
Player Sheet 14, 15
Starship Sheet 25
Star System Map 17
Connections 19
Affinity 19
NPC Generator 127
NPC Interactions 27
NPC Requests 128
Crewmembers 21, 23
Energy 15
EXP 16
Factions 92
W.A.R.G. 93
I.S.F. 97
Medusa Sector 101
Corsair Syndicate 105
Synth Arch 109
Favor 16, 92
Health 15
Hyperdrive 15
Inventory 14, 22
Memory Slots 14
Multiplayer 13, 133
Oracle 7
Origins 11
Overdose 50
Player Advice 28
Random Tables 125
Scraps 26, 48
Serum 16
Social Rolls 19
Stats 15
Travel Rules 27

REGULAR COMBAT

Damage Bonuses 31
Difficulty 31
Direct Damage 32
Enemy Database 113
Escape 30
Main & Side Actions 30
Malware 38, 40
Multiple Enemies 31
Status Conditions 32
Turn Order 30

SPACE COMBAT

Action Dice 51
Boarding 52
Boost Escape 52
Critical Condition 52
Shields 52
Starship Database 119
Starship Mods 25
Engines 53
Controls 54
Systems 55
Weapons 56

EQUIPMENT

Armor Sets 49
Cybertech 44
Drones 38, 41
Grenades 48
Hacks 38, 39
Items 47
Loot 45
Master Hacks 40
Narcobiotics 50
Quest Items 48
Status Cures 48
Weapon Mods 36
Weapons 33, 35

EXPLORATION

Cycles 3
Cybersphere 61
Exploration Rolls 5
Faction Encounters 92
W.A.R.G. 95
I.S.F. 99
Medusa Sector 103
Corsair Syndicate 107
Synth Arch 111
Directions 18
Hexes & Locations 17
Hostile Encounters 69
Missions 92
W.A.R.G. 94
I.S.F. 98
Medusa Sector 102
Corsair Syndicate 106
Synth Arch 110
Neutral Encounters 71
Planets 73
Gaian 75
Calorian 76
Vaporian 77
Aquarian 78
Sylvanian 79
Ecumenopolis 80
Rings 6, 63
Outer Ring 63
Middle Ring 65
Inner Ring 67
Satellites 81
Asteroid 83
Crater Moon 84
Nuclear Moon 85
Frost Moon 86
Volcanic Moon 87
Hollow Moon 88
Settlements 57
Activities 59
Sidequests 60

ASTROPRISMA is a sci-fi roleplaying game for 1-5 players about exploring a vast retrofuturistic universe. Create your character, customize your spaceship, gather crewmembers, join factions, and carve your own story as you explore this boundless post-apocalyptic world.



CRESCENT
CHIMERA

